OFFICIAL: The best Saturn mag known to humanity!

SATURN POWER

No. 9

Bomberman Fight

First look at Bomberman sequel!

WANTED: DEAD OR ALIVE!

Exclusive feature and review on the game that we demand for release in Europe!

THE BEST VALUE CONSOLE MAG AT JUST £2.50!

EXCLUSIVE

We're first with...

- X-Men verses Street Fighter
- Croc
- Rampage
- Trash It
- Winter Heat
- Duke Nukem 3D: secrets revealed!

INSIDE!

MASSIVE SONIC R REVIEW AND STEEP SLOPE SLIDERS FEATURE • DAMN FINE STREET FIGHTER COLLECTION REVIEW • BEHIND THE SCENES AT SEGAWORLD!

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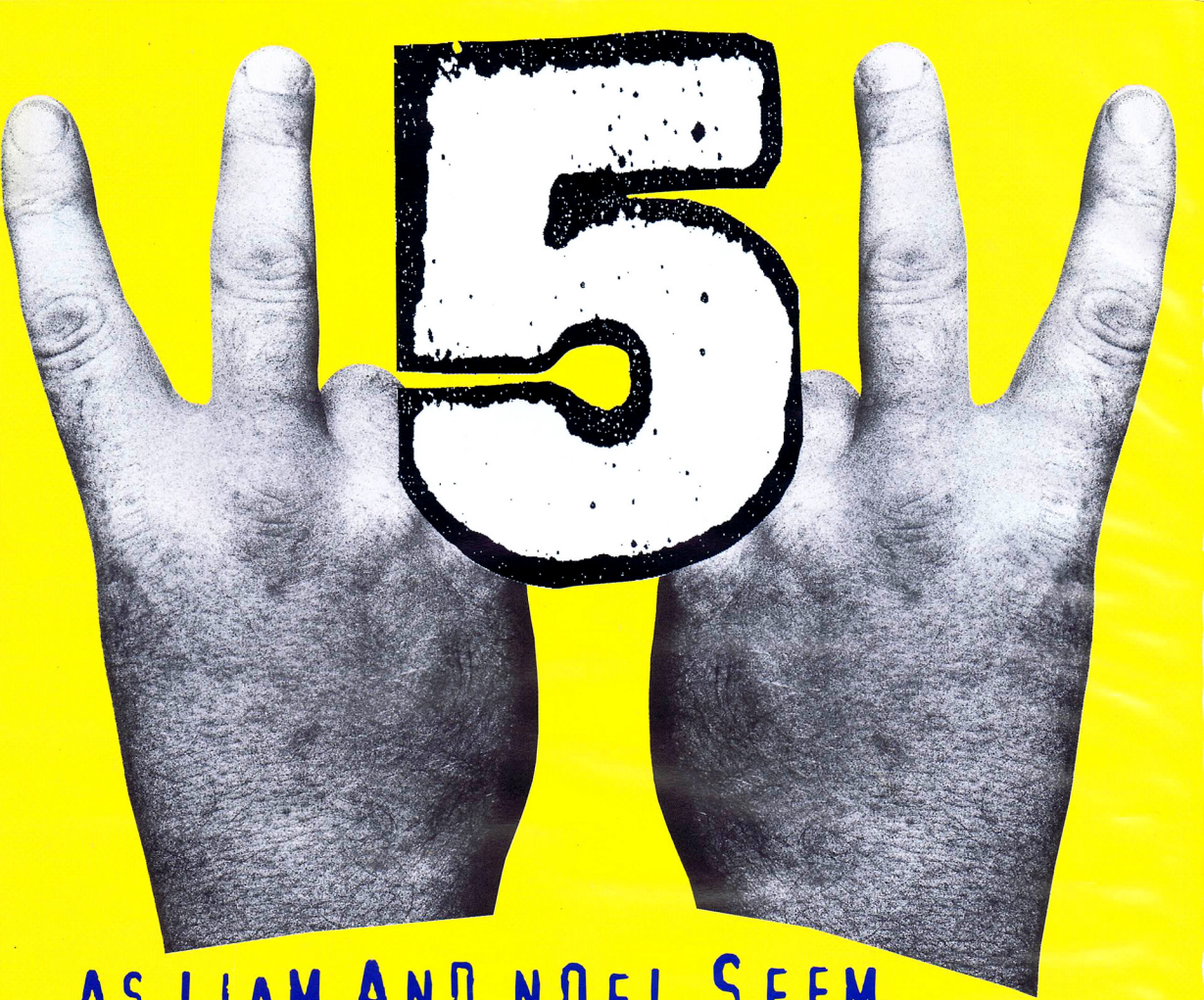

AS LIAM AND NOEL SEEM
TO PREFER GESTURES TO WORDS.
YOU'D EXPECT THEM TO
LIKE THE STATION WITH LESS TALK.

LONG WAVE RADIO
ATLANTIC
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Free Joypad Offer!

GAME

"Game Ltd. are offering a free control pad with *Sonic R* – the amazing new 3D game for the Sega Saturn. This offer is valid in all participating stores nationwide. Offer is only valid whilst stocks last. Offer valid up to and including January 31 1998. Ask in-store for details. Phone (0181) 974 1555 for your nearest store."

Free Joypad with *Sonic R*

Sonic R

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One of the most popular Saturn games in Japan over the last few months has, surprisingly enough, been a third party one, *Dead or Alive*.

Using Sega's Model 2 board to great effect, Tecmo have actually managed to improve on *Virtua Fighter 2* in almost every possible field. That's the good news.

On a sadder note, there's STILL no news of a release date in Europe and as time goes on, it looks more unlikely that it'll happen. Should you get it on import, though? Our feature should help you decide.

Saturn Power Presents...

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SP Awards

1997, like any other year, has had its highs and lows and where better to dissect them in the proper fashion than the *Saturn Power* awards of the year. So, what will be the best game of the year?

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Segaworld

When the nice people at Segaworld asked us if we wanted to go up to London, play all the latest coin-ops (for free, naturally) and have a bit of a laugh, well... it would have been rude to refuse.

16

Snowboarding!

Yes, it's still trendy... just and Sega, topical as ever, have finally managed to pull their finger out of their collective arse and release a snowboarding simulator. Thankfully, though, it also happens to be very good.

Game of the Month

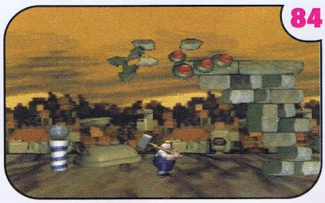
Trusting a UK development house with the task of producing a completely original Sonic game was always a bit of a risk for Sega Japan... especially with the dawning realisation that maybe we can actually do the job better than they ever could. We think that's true and *Sonic R* is the proof.

Sonic R **– Best Saturn title of the year?**

Croc **– Well it's not worth 91%, that's for sure.**

SF Collection **– Perfect for the numerous fans.**

Rampage World Tour **– Not bad. Not bad at all.**



Trash It **– Bloody awful if you ask me.**

Team Power

Dean Mortlock
New year's resolution? Well I might try to give up the medication this year. Hmmm...

James Price
Tricky one. I'm saving for a new pony but I have got my eye on on a golden Buddha.

Lisa Kellett
Men, men, men... I'm giving them all up for at least a day. No, half a day. No...

Iain White
Ah, I crave a stradivarius more than life itself. I'm bored of my shoebox and old string.

PREVIEWS

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Frontline News

With *Dead or Alive* still being played in the office as a more than worthy update to *Virtua Fighter 2*, can Jaleco repeat that Model 2 glory with *Super GT 24*?

Super GT 24 • Jaleco • December (Japan)

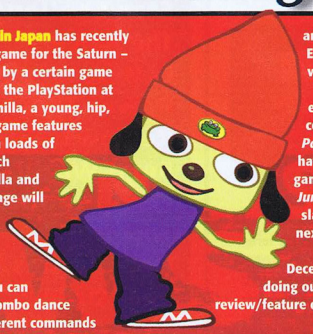
Super GT 24 – The first Saturn shots!

As you already probably know (we've been rattling the information into your skulls for the last six months) Sega licenced out its Model 2 arcade board (responsible for, amongst others, *Daytona USA*, *Sega Rally*, *Virtua Fighter 2* and *Virtual On*) to a couple of (bizarrely chosen) companies – Tecmo and Jaleco. Now we now know that Tecmo have come up trumps with their conversion of *Dead or Alive* to the Saturn, so the heavy mantle of responsibility is now passed across to Jaleco to see what they can come up with... and we're not going to have too long to wait.

We caught a lengthy glimpse of the *Super GT 24* arcade game a couple of months ago and we were fairly impressed. It was nothing earth-shattering in the originality stakes but appeared to be a good use of the Model 2 board at the very least – a bit like *Dead or*

Hot Gossip

Facts, rumours and general tat – *Saturn Power* thrives on all three of 'em...



A third party developer in Japan has recently announced a rap-style game for the Saturn – which is surely inspired by a certain game that's rather popular on the PlayStation at the moment. It stars Vanilla, a young, hip, fad-conscious girl. The game features six different stages with loads of movie clips between each telling the story of Vanilla and her adventures. Each stage will have a period of ad-lib time, so that the player can make up their own dance style and routine without restrictions. You can even perform 'special combo dance moves' by entering different commands and the game will feature Rap, Eurobeat, Reggae, and practice, versus and battle modes.

In our opinion, this seems even more interesting and certainly more of a game than *Parrappa* and, if Sega Europe have any sense (assuming the game is decent, after all), then *Jungle Rhythm* should certainly be slated in for a release sometime next year.

***Jungle Rhythm* is out in December in Japan and we'll be doing our best to get you a review/feature of that very shortly.**

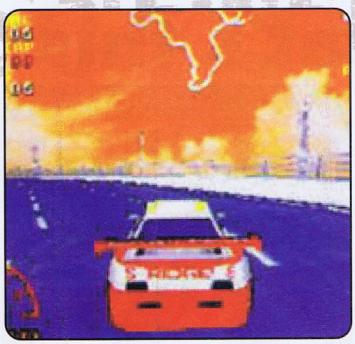
With a lot of companies still remaining tight-lipped about their future plans for Sega development, it's nice (from our point of view, anyway) to hear that Imagineer have just announced plans to start develop *Multi-Racing Championship 2* for Sega's next console system, the 'Dural'. Although the first MRC was produced for the N64, disappointing sales in Japan have prompted the company to switch development to Sega's machine.

Now we like this sort of ideology at *Saturn Power*

Alive, really. Now we can exclusively reveal the first pictures released for the Saturn version of the game, which is currently down for a December release in Japan through Jaleco themselves.

The good news for us is that Jaleco do actually have a European office (based in London), although the slightly sadder news is that they don't have a licence to release Sega games in Europe so their hands are currently tied as to whether or not the game will be released over here. It all hinges on the game's success in Japan, really. If it does well then it will certainly be a viable title for conversion to the States and Europe – that's exactly what happened with Jaleco's other title, Tetris Plus.

Anyway, for now, take a gander at these early pics and wait for a month or so and we'll print the review in a future edition of **Saturn Power**.



Sonic Team improve Burning Rangers

Burning Rangers • Sonic Team • Easter

Sonic Team's latest smash, the eagerly-awaited *Burning Rangers*, was originally planned for a release around Christmas in Japan and you may have been wondering why we hadn't reported back any more information on what is currently looking to be one of the best Saturn titles we've seen for absolute ages.

The fact is that Yuji Naka and the boys feel that *Burning Rangers* could possibly look even better and are currently beavering away to make the game look even better. Now we were pretty impressed with what we saw and can't believe that it could look that much better but all should be revealed closer to the game's Japanese release date (which is now pencilled in for March).

That was Then...

Life rolls merrily along and we come to the point in the magazine where we stop. Look back. Dig through the annals of our history and bring you another look at a magazine past. This month it's the rather wonderful issue 88.

Game of the month: *Virtua Cop 2* (92%)
Other reviews: *Doom* (85%), *Sega Ages* (78%), *Virtual On* (89%), *AMOK* (78%)
Cover feature: *Doom*
Previews: *Tempest 2000, Bug Too!, Mr. Bones, Space Jam*
Main News story: *Fighters MegaMix*
Best thing about the issue: The cover... a major work of genius, if I do say so myself.
Worst thing about the issue: That ridiculous picture of *Actua Tennis* from Gremlin.
Quote of the month: "Even my girlfriend's heard of it and she thinks that *Tomb Raider*'s 'some book about a necrophiliac'." – *Doom* review, Dean Mortlock

and, if initial feedback is correct this could well start a trend among members of the N64's dream team in Japan, whom may well find themselves stiffed by minimal sales may also 'defect' to develop for the Dural system. Let's hope so, eh?

Sony Computer Entertainment have decided to buy back their own games from retailers in Japan at 50% the wholesale price in an effort to reduce overstocks and to discourage store owners from turning their game stock into bargain-bin items. HAH!

SCE are planning to buy back about 10% of Japanese store stock of Playstation software in November, which is, in reality, about 700,000 - 800,000 units and they will notify 7,000 retail stores all over Japan by the end of the month about the software buy-back. The software will be purchased back at $16, the total estimated expenditure being 1.6 billion yen. ($13.3 million US).

SCE has stated that this buy-back will not adversely affect either profit or revenue for this fiscal year and while we wouldn't normally stoop to publicising the wobbly movements of the opposition, we couldn't help but bring you this one... it's a bit of a gem.

Pre-orders of *Grandia* in Japan between October 25 and November 30th will be bundled with a music CD including a limited edition mounting cardback and a map of the world of *Grandia* in full colour glory. *Grandia* will come out on two CDs and the release date so far has held firmly at December 18th. These additional strictly limited goodies are unlikely to be released with the game if Sega of America pick up the licence.

Of course, this is all irrelevant to some degree, as the offer's over in Japan but, if role-playing games are, like, your favourite thing ever, then you might want to try to dig one out from an import or suchlike.

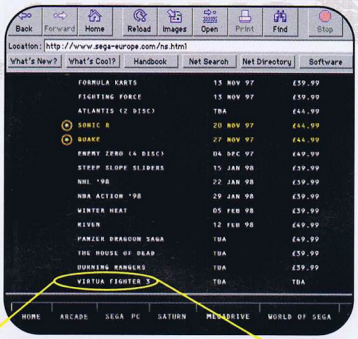
Hello, what's this?

VF3 back on? • Sega • TBA

We spend a lot of time on the Internet because hey, it's all part and parcel of the job. The best way to keep an eye on what's happening with Sega around the world is to wear the silicon-injected trainers of technology and, quite literally, leg it down the sprawling mass that is the informationsupermotorbleedinhighway.

One of our most observed sites is, naturally Sega Europe's (http://www.sega-europe.com) and one day we're just poking around and we notice that *Virtua Fighter 3* has popped back on to the Saturn's release schedule. Now we were naturally pretty pleased with this, so we thought we'd ask Sega for the lowdown...

"I wouldn't read too much into it as I genuinely know nothing about it, but I can't imagine it would appear there for no good reason." Commentated a mysterious Sega spokesman, yesterday (he did, honestly). Any further developments on this intriguing subject will be raised in the appropriate manner.



Gunning for glory

New light gun for Saturn • Joy Tech • From now

Joy Tech Europe have just released a new light gun with a difference, the Real Action shooter. For starters, there's the realistic barrel recoil when you fire and this is backed-up with an arcade style foot-pedal for reload/pump-action thrills. Now you too can experience those perfect *Pulp Fiction* moments, complete with realistic weapon handling. On the downside, it doesn't actually fire anything, but as light-guns go, it's top. The 'Real Arcade' is certainly bound to be immensely popular when it's appears in the shops at Christmas.

The whole shooting match comes complete with foot-pedal, programmable auto reload and auto fire features, a power pack for arcade-style playability and is fully compatible with all shooting games – *Virtua Cop 1* and *2*, *Die Hard Trilogy* and (ahem) *Chaos Control*.

The gun its makers like to call the *'Real Arcade'* will be available in mid-December and is expected to retail at between £40 and £45.

You can contact Joy Tec on +44 1525 852900 for further details. Or, of course, contact your local software emporium.

20 Questions

Twenty Questions returns... but this time, it's a competition. Rather than simply giving you the answers on Last Orders every month, we're now going to ask you to write in with your answers. The first correct entry out of the postbag wins loads of tat from our office – games, things we find on the floor and, if you're lucky, a strand of Lisa's hair to worship for all eternity.

1: Name the *Myst* sequel due for Saturn release in April.
2: *Mortal Kombat*'s Sub Zero is to star in an RPG – true or false?
3: Name three weapons from *Death Tank*.
4: And, while you're thinking about those, why not tell us three guns you can collect in *Duke Nukem*, too?
5: What two extras does *Resident Evil* offer if you complete it?
6: No trace of *Sonic The Fighters* has ever appeared on the Saturn – true or false?
7: Who wrote the music for *Wipeout 2097*?
8: *Name two differences between* ?
9: What is the name of the characters you rescue in Fox Interactive's *Croc*?
10: How many secret characters are there in *Sonic R*?
11: What's the main difference between *WWS '97* and *WWS '98*?
12: Finish this sentance: "Lara Croft is a..."
13: What colour pants is Lisa wearing as I write this? Clue: She's actually on a cruise liner at the moment, so maybe something summery. Then again, she might be wearing that rubber pair. Hell, who knows? They could be *anything*...
14: Who publishes the *FIFA* games?
15: Have you bought a *Saturn Power* subscription yet?
16: Name the three cars in Sega Rally.
17: What was *Mystaria* called in America?
18: Complete the following sentance: "Sega are..."
19: Who converted *Manx TT* to the Saturn?
20: Name three different Capcom beat-'em-ups.

Send your entries to: *Twenty Questions*, Saturn Power, *Future Publishing, 30 Monmouth Street, Bath BA1 2BW* to arrive before January 30.

Japanese News

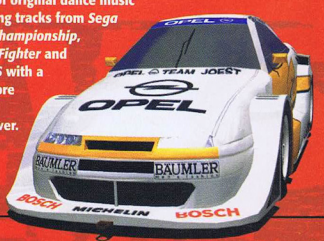
Containing all that's new and improved from the land of rising suns and RPGs.

Sega of Japan's latest and most bizarre arcade creation *Maru-chan de Guu* is all about noodles. No, seriously. Released in November, the game is a 'ramen noodle-eating action title' is which the players must master the basics of making ramen, learn its practical applications and strive to create the most delicious dishes possible through various mini-stages... so its a kind of *Die Hard Trilogy* with pasta.

Designed in conjunction with Toyo Suisan, *Maru-chan de Guu* will star the noodle king's mascot Maru-chan identified in the title. What is the point of it all? It's just far too illogical to ask, really. We don't understand them and they're not too sure what we're up to. That's just the way it is, really. Just don't hold your breath for a European release.

Now we all know that the Japanese love their CDs of game music, so it should come as no real surprise to find out that Sega have finally gotten their act together and have released some music CDs based on their games in Japan. The Club Sega remixes and *Sega Touring Car Championship* soundtrack are the first two CDs to be released by Marvellous Entertainment in Japan.

Both discs were produced by Tetsuya Mizuguchi, the man behind the design of *Sega Touring Car Championship*. The *STCC* disc features all the background music from the game as well as remixed dance tracks based on the game's soundtrack. *Club Sega* is full of original dance music featuring tracks from *Sega Rally Championship*, *Virtua Fighter* and *NiGHTS* with a hard-core techno makeover.



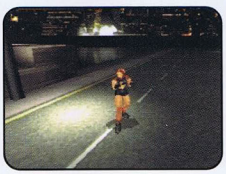
Is Fighting Force still Kicking?

Fighting Force canned? • Core

Is *Fighting Force* still coming out for the Saturn? The game was originally scheduled to be released this Christmas, but with conflicting rumours about its demise doing the rounds, has news of its death been greatly exaggerated?

Core were unable to provide us with any more information other than *Fighting Force* now wasn't coming out – although they did tell us a few weeks previous that they had ceased production of the Saturn version because "the machine just couldn't do the game justice." Recent gossiping on the internet suggested that Sega may take over the licence and finish it off themselves, although everything surrounding *Fighting Force* seems to be centred on speculation and unsubstantiated rumour at the moment. Sega themselves had no comment at time of going to press.

First *Tomb Raider 2* and now this. In both cases, Core have claimed that the Saturn wasn't up to the job when we clearly know different. If they're not careful their excellent reputation could start to look decidedly tarnished – a shame, considering their long and distinguished history of releases for Sega machines.



Logical pads

New joypads released • Logic 3 • From now

Logic 3 have once again infuriated us all by giving us far too much choice by releasing two new control pads for the Saturn. The EXPLORER and MASTER pads offer all the features you'll ever need such as autofire, slow motion, LED status screens and dual plugs for pan-console compatibility. The handgrips are large and fit more snugly in the palm of the hand than standard pads making them easier to use. As an added bonus, both pads boast eight fire buttons and an extra long cord for safe distanced from the screen gaming.

The EXPLORER and the MASTER are available for a very reasonable £17.99. If you're interested, see your local retailer or contact SpectraVideo on 0181 902 2211.

Forthcoming Attractions

Many thanks to all the staff at Electronics Boutique for their help with compiling this list. It's by no means set in stone, but it will certainly give you an idea of what to expect.

December
Bedlam
MK Trilogy
Return Fire
Maximum Force
Croc
NASCAR '98
NBA Action '98
FIFA: RTTWC '98
NHL Hockey '98
Quake
Sonic R
Enemy Zero
Bust-a-Move 3
Marvel Super Heroes
Street Fighter Collection

January
Steep Slope Sliders
Adidas Power Soccer

electronics boutique

American News

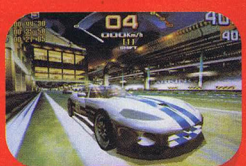
American news. All of it. EVERYTHING THERE IS TO KNOW. Nearly.

While Sega Europe has around £4 million put aside for its Christmas Saturn advertising campaign (you've probably already seen some of the TV adverts – particularly the *Sonic R* one), Sega of America have a slightly bigger push in mind... to the tune of 25 million dollars. This is, apparently, to account for the fact that there will be no 'in pack' deals for prospective Saturn buyers.

Advertising for the Saturn in the States will appear mostly on television, but other major areas will include magazine advertising, postcards and major advertising in shops. This is an important Christmas for Sega as they must try to steal as many people away from the PlayStation or N64 as possible to allow the machine continued growth through the next year or so. Here's hoping for a good one.

Sega's R&D scouts for each Sega territory are touting the new machine's impressive specifications to interested publishers and developers. Top of the list for Sega of America, Japan and Europe is UK-based Core who have witnessed a running version of *Scud Race* on the new hardware. Sega plan to showcase the machine at the E3 show in Atlanta where software from their AM departments is also expected to feature heavily.

While the list of prospective developers increases, the future appears more and more rosy for Sega's dream machine. The latest release date we have for the machine is January 1999 in Japan (this was 'let slip' to us by someone who shouldn't really have told us), with an expected release date for Europe sometime in the following Summer.



Focus

If you're looking for what to expect in-store this month, this is the section to take a gander at. November Saturn action... at a glance.

The Charts

1	**Duke Nukem 3D** *94% • Top 100: 6*	Sega *(NE)*
2	**WW Soccer '98** *90% • Top 100: 9*	Sega *(NE)*
3	**Sonic Jam** *92% • Top 100: 19*	Sega *(▼)*
4	**Resident Evil** *87% • Top 100: 3*	Sega/Capcom *(▼)*
5	**Last Bronx** *85% • Top 100: 32*	Sega *(NE)*
6	**Die Hard Trilogy** *91% • Top 100: 12*	EA *(▼)*
7	**Athlete Kings** *87% • Top 100: 41*	Sega *(▼)*
8	**Virtua Cop 2** *92% • Top 100: 11*	Sega *(▼)*
9	**Soviet Strike** *87% • Top 100: 26*	EA *(▼)*
10	**Sega Rally** *97% • Top 100: 1*	Sega *(RE)*

As always, in exchange for these charts, our special love parcels go out to Dorian Bloch at...

ChartTrack

Game of the month

Sonic R • Sega • 96%

What can we say in Focus that Dean hasn't in his review this issue? How many more superlatives can we use by way of recommendation? In short, *Sonic R* is an amazing release. Visually, it rivals anything on the Saturn with its speed and colourful, well-defined scenery; proof indeed that the Saturn's oft-maligned polygon handling abilities are better than many imagine.

But, most importantly of all, *Sonic R* is a fine game to play. This is no processor-intensive graphical demonstration with little substance; it's actually a fast, engrossing race that somehow retains the character and feel of the old *Sonic* games. By offering multiple routes through every track, it offers a different kind of racing experience to that of more traditional examples of the genre like, say, *Sega Rally* or *Street Racer*. It's initially confusing finding your way around the courses, sprawling (as they do) like a UB40 statistic during the week before Giro Day. But this is half the fun – finding the secrets, trying new short-cuts. This non-linear racing style is worthy of much credit.

To Summarise...

Sonic R is a classic – there's no doubt about it. But, if one were to find a criticism, it would be that it could certainly benefit from a few more courses. The five on offer are brilliant, but we would imagine most will master these within a few weeks. This is where the other modes – time attack and multiplayer – come into their own. But, even with this slight question mark over its lastability, *Sonic R* is still an essential Saturn purchase. Buy it.

Buy it if you like...

Sonic, racing games, the letter 'R', penguins bothering cheese shop custodians and the smell of a burning witch.

Most Wanted

Steep Slope Sliders

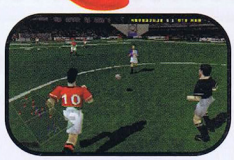
Sega • January

Currently the joint most popular game in the **Saturn Power** office, along with *Sonic R*. *Steep Slope Sliders* is going to be great. We promise. Sega are even adding extra tracks and racers to the European release.

Street Fighter Collection

Virgin/Capcom • January

Super Street Fighter, Super Street Fighter Turbo and a revised *Street Fighter Alpha 2* are what gamers will get for their pound of flesh. And if that ain't a bargain, we don't quite know what is...



Actua Soccer 2

Gremlin • Early '98

Looks good, this one. The PC version we played was fast and demonstrated a great deal of promise. If Gremlin put enough resources into the conversion, this could be very good – a rival for *Worldwide Soccer '98*, even.

Burning Rangers

Sega • Spring '98

Well, what can you say? Mystery Sonic Team game transpires to be *Burning Rangers*, Saturn owners the world over wait with bated breath. And why? They just *do*. The Japanese version has suffered delays – and so has the UK release.

The best of the rest...

***Sonic R*'s an exceedingly fine game, but other titles of note are released this month...**

Quake

Sega • 91%

Lacking the mouse control that made the PC original so intuitive, joypad-controlled *Quake* is, in many ways, a different kind of game. But it's still worthy of much credit. With a variety of huge monsters to dispatch and some of the most ambitious architecture ever seen in a Saturn game, it's yet more evidence – as if we needed it – that Lobotomy are one of the best things to happen to the Saturn. Ever.

Enemy Zero

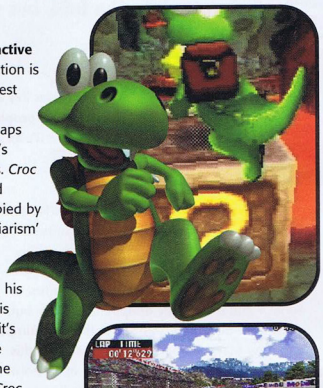
Sega • 74%

Innovative yet generic; engrossing but shallow; well-designed yet flawed... *Enemy Zero* is a mass of contradictions. With music composed by Michael Nyman (of *The Piano* fame), a plot shamelessly lifted from Ridley Scott's portfolio and four CDs full of rendered and free-moving visuals, *E0* starts brilliantly. But the suspense of the earlier sections gives way to a banal space opera of little substance. A shame, no less.

Croc

Fox Interactive

That imitation is the sincerest form of flattery perhaps explains Mario's perpetually rosy cheeks. *Croc* walks the no-man's-land between trenches occupied by terms 'tribute' and 'plagiarism' respectively. And then he makes some cute noises, breaks stuff with his bottom, walks around his 3D platform world. But it's hard not to warm to the little tyke, formulaic as he may be. Thus, we play *Croc* and enjoy it.



Touring Car

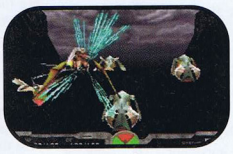
Sega • 78%

Disappointment of the year, this. *Touring Car* was touted as being the potential *Sega Rally* beater; the first Saturn racing game in the two years since *SR*'s release to surpass or, at very least, rival its charms. And it doesn't; it's a failure, a comparatively lacklustre racing title with amateurish context-sensitive steering, grainy visuals and a near-unplayable two-player mode. It's enjoyable in the short term, but *Touring Car* should have been so much better...

Grandia

Sega • Easter

GameArt's sprawling RPG – reputed to be the most expensive Saturn game ever developed – has been two and a half years in the making. And it's looking very good indeed. Translation work is currently underway...



Panzer Dragoon Saga

Sega • Easter

Another RPG, but this time with a number of key subtleties. For a start, it's a continuation of the *Panzer* theme, but with a rock-'n'-role play twist. And, visually, it's absolutely stunning.

Winter Heat

Sega • February

Almost a year after its release, *Athlete Kings* is still riding high in the Saturn charts. If this sequel doesn't turn out to be as popular, we'll eat Lisa's huge shoes. Raw. Without condiments. And we'll smile while we do so. Yes.

In the shops now

MK Trilogy
GT Interactive • 81%
The latest (and probably last) *MK* game to hit the Saturn. Lacking its old lustre; arguably tired and dated these days.

Lost World
Sega/Dreamworks • 60%
A platform game with tenuous links with the film of the same name. Promised much, delivered less. Not dire, merely average.

Formula Karts
Sega • 80%
Iain loved it, James and Dean remain unconvinced. Low-res in appearance and rather simplistic, *FK* will doubtlessly appeal to some.

Tennis Arena
Ubisoft • 94%
Semi-sequel to Ocean's *Break Point*, a game it shares several faults with. Playable as a multiplayer game, but it's decidedly flawed in design.

Duke Nukem 3D
Sega • 94%
One of the best games available for the Saturn; an absolute gem of a shoot-'em-up. You *must* buy this game.

WWS '98
Sega • 90%
An acceptable update of *WWS '97*, with club teams and refined Saturn AI. It offers little in the way of *real* changes, but we like it. So there.

Bust-a-Move 3
Acclaim • 91%
Again, another game that offers a select number of new features but isn't overly different to its predecessor. Still a superb game, though.

Marvel Super Heroes
Virgin/Capcom • 93%
An excellent beat-'em-up. *MSH* lacks the refinement of the *Street Fighter* games, but it's still an essential purchase for fighting fans.

Wipeout 2097
Psygnosis • 92%
An excellent conversion of the PlayStation original. *Wipeout 2097* is a challenging racing game... and you can blow people up, too.

Resident Evil
Sega/Capcom • 95%
Along with *Tomb Raider*, this is a must for any Saturn owner with a hankering for adventure. This isn't the uncut version Saturn owners were promised, though...

Warcraft 2
EA • 88%
An accomplished port of the PC favourite. Without a multiplayer option, it's not quite as impressive, but it's still a bloody fine strategy game.

Madden '98
EA Sports • 88%
Rugby, American style. Another update from EA and, typically, it's not at all bad. But if you on last year's version, the changes aren't all that significant...

Discworld 2
Sega • 80%
Unlike its predecessor, *Discworld 2*'s puzzles are, by and large, logical. It's easily the best of its genre on the Saturn... but it has little in the way of real competition.

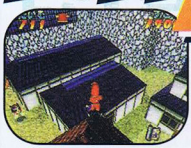
Sonic Jam
Sega • 92%
A compilation of the four Mega Drive *Sonic* games, complemented with all kinds of pictures, text and a superb (if short-lived) *Sonic World* 3D sub-game. Buy it.

Tetris Plus
Jaleco • 60%
Well, it's Tetris. Unfortunately, it's not a very *good* version of *Tetris*. However, the sheer quality of the original concept makes it enjoyable to play. But try it in the shop first, eh?

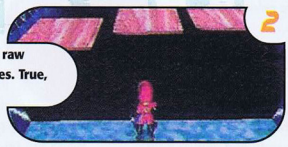
Developer ..... Jaleco of Japan
Players ..... One
Release Date Out now (Japan)
Jaleco ... ☎ (0181) 838 4600

Ninja Jia Jia Marukun

Bizarre name, familiar game. We welcome another 3D platformer into the fold, but will it ever make a European release?



1 Ninjas live on a diet of raw fish and old people's memories. True, that. 2 It's all dots to me.

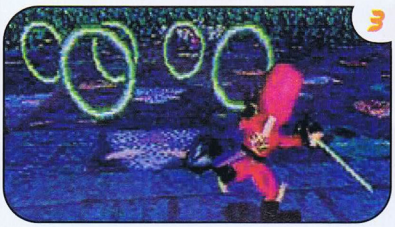


We're following this game with interest as we believe this could be one of the better 3D adventure games around. Imagine *Tomb Raider* with *Mario 64*'s graphical style and the odd Ninja or two. Then, and only then mind you, would you be getting close as to what *Ninja Jia Jia Marukun* is all about.

Now we all know that 3D adventure games are all the range at present, with *Mario 64* opening up this particular can of worms, but there's precious little happening on the Saturn in this department. We have the 'Mostly a racing game but with slight platforming overtones' antics of *Sonic R* and the slightly disappointing *Croc* but, apart from that, there's no single title that jumps into view that will appeal to aficionados of this particular style of game... apart from the bizarrely-titled *Ninja Jia Jia Marukun*, which is the game we have here.

The game was released in Japan in October so, if the worst comes to the worst, you might want to try to pick it up on import but, after speaking to Jaleco Europe, we're still unsure whether or not the game will make it to these shores. We live in hope as *Ninja* seems to be a promising title and certainly one of the few current Japanese games worthy of translation.

Dean Mortlock



3 No ring goes like a Ringo goes. 4 We wait with interest to see if this title's brought out over in the UK. 5 Ninja fact 2: They cry at other people's misfortune. 6 Remember Simon Crook? We do.

Winter Heat

Developer AM3
Players ..... One-two
Release Date ..... February
Sega ... ☎ (0181) 995 3399

AM3 boffins get their skates on for Winter Heat, the Titan Board baby sequel to *Athlete Kings*.

Sega's third R&D department AM3 must be pretty picky. To commemorate the Winter Olympics this year, their production crew took a long hard look at the sports that'll be shown in Nagano in 1998 and picked eight of them which were best suited to the button-mashing, finger crunching style of the *Decathlete*-style game.

So, bearing this in mind, *Winter Heat* will include (deep breath): Speed Skiing, Ski jumping, Downhill Skiing, Short track Skating, Slalom Skiing, Bobsledding, Speed Skating and Cross Country Skiing.

Players will also be able to choose between eight characters, six of whom come from their previous game, *Athlete Kings*, with two new ones.

> **"It looks pretty fabulous, so good in fact, that we can't wait to get our hands on it..."**

Good news for Olympics fans is that *Winter Heat* comes from the Titan Board, the Saturn electronics that are hardwired into arcade machines. They successfully did this with *Die Hard Arcade* and *Athlete Kings* – just take a look here to see the quality of the conversion. It looks pretty fabulous, so good in fact that we really can't wait to get our hands on it.

Winter Heat should appear in the Japanese arcades at this very moment and we're impatient for the February release planned over here.

Iain White

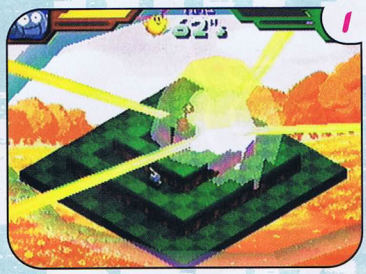
1 Speed skating is fast, dangerous and hilarious to look at. 2, 3 and 4. As you can see, the graphic quality is very life-like, porting the atmosphere of the real events directly into your Saturn. Excellent.

4

COMPARISON

Athlete Kings
Top 100 position: 35
▲ Another Titan board conversion
▼ A four player option would've been nice
Still very popular with a whopping great 87% score in our Top 100 and a respectable number 44 in the chart, *Athlete Kings* gives frustrated armchair Olympic athletes something to get their teeth (and feet) into. It's still riding high in the Gallup Saturn charts, too.

Developer	Hudsonsoft	**Release Date**	November(Japan)
Players	Four	**Sega**	☎ (0181) 995 3399



1

2

1 Not that's what I call an explosion. **2** When you get to work on *Saturn Power*, Future give you a free swimming pool. I wish. And it's not that I object to company uniform, but it's not as if anyone *else* has to wear pants on their head...

COMPARISON

Bomberman SS

▲ The best multi-player game money can buy

▼ Poor one-player mode.

By clever programming and using a hi-res mode, Hudsonsoft have compressed the screen to comfortably squeeze in ten mad bombers at once. The real joy of *Bomberman* lies in its multi-player option. You haven't lived unless you've tried it. Take our word for it. Oh yes.

Famous bombings of our time

***Saturn Power* thought it would give good taste a bypass for this boxout. Please don't be offended, we're only joking. (snigger)**

kaboom

Bruce Willis in the first *Die Hard* movie when Alan Rickman wires up the skyscraper with his wife in it to explode.

The bit in *Star Wars* where Vincent Price points the Death Star at Princess Leia's home planet and, well, vaporizes it. I felt a deep disturbance after that, I can tell you...

In *Alien*, where Ripley self-destructs the mothership without the alien in it. Nice one.

Bomberman Fight

After *Bomberman SS*, Hudsonsoft return to the fray with the isometric 3D sequel. Boom Boom Shake Da Room indeed...

Bomberman SS still is the best multiplayer blast available on the Saturn. It even offers the sheer madness of a ten player option for the real explosion freaks amongst us. (Grab the semtex, granny) Taking 2D terrorism to levels of joy as yet not experienced, Saturn *Bomberman* is really ace. But now there's more. Hudsonsoft haven't sat on their laurels though, having just released *Bomberman Fight* over in Japan in November. We presently expect it to appear on these hallowed shores next spring.

"So what's the main difference then, and does it maintain the very high standards (91%) set by *Bomberman SS*?" we hear you wail in anguished yet suitably muted anticipation.

"*Bomberman Fight* promises great things and looks really lush... but you'll have to wait 'till early next year."

Be still my little fragrant petals. *Bomberman Fight*'s concession to modernisation is in its 3D isometric playing field which, although smaller than the original *SS* version (boo!) maintain the white-knuckle intensity arcade-action of the original.

Other modernist tweaks include a special dash move that enables *Bomberman* to have a quick burst of speed and leg it out of immediate danger plus the new ability to jump '*Q*Bert*-style' over the isometric walls and mazes. *Bomberman Fight* also promises the fun and frolics of a multiplayer option. However, while the four-player option is really quite excellent it can't quite compete with *SS*'s ten-player option.

The extra 3D perspective comes into its own in the arenas where individual play areas are separated by adjacent walls, allowing players to lob bombs over the top into the other players faces. Nice touch!

Again a wealth of special weapons and power-ups appear, including an extra-powerful gigantic bomb. Players will also have the choice of fifteen bombermen, each with different abilities, skills and speeds at their disposal and the whole thing looks cuter than a puppy in a pet shop window on Xmas morning. It's not clear at the moment whether the other characters can influence the contest once eliminated, (like *Baku Bomberman*) but as soon as we know, we'll keep you posted.

Bomberman Fight promises great things and looks really lush, there ain't anything like it on the Saturn, no siree. But you'll have to wait 'till early next year for a review when we get our greasy mitts on a finished copy.

Iain White

3

4

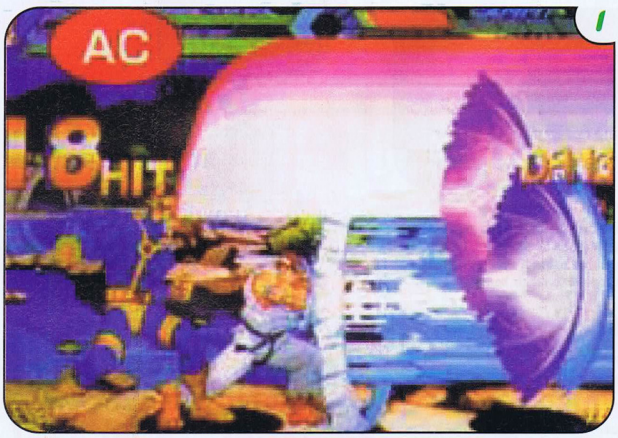
3 Go on, blow it up. You know you want to. **4** Yet more isometric bombing antics. **5** Nice work fella! Have some of that, you bounder...

5

Four play

***Bomberman Fight*, like *Bomberman SS*, will offer multi-player action. Up to four can play with a at once if a multitap is attached. Good news, I'm sure you'll agree. You might bemoan the lack of *BSS*'s ten player option, but who actually owns ten pads and two multitaps? Well? Eh?**

X-Men Vs Street



4 Meg RAM Cart

Myth now becomes fact as we get our first look at the 4 MB Ram Cart for Sega Saturn. Stop dribbling on the carpet, there. This cart will be used for *Street Fighter Vs. X-Men* and later *Street Fighter 3*. So far, there's been no news whether or not Sega US or Europe will bring the cartridge across to our shores – if they don't then the only people in Europe that'll get to play the game are people with either Japanese or switched Saturns (a process we're obviously not in favour of, ahem). Let's all keep our fingers crossed for a sensible decision from Sega then, eh?

***Street Fighter Alpha 2* and *X-Men Children Of The Atom* spawn a hybrid spin-off. That's a hybrid and a spin off. Amazing.**

Well, my happy gurgling children. You are indeed spoiled. Rotten. You spoiled brats. Go to your rooms... NOW!

It was all *Fighters MegaMix's* fault. No doubt about it. The beat-'em-up hot air balloon was running a little deflated until Sega injected a well deserved jab of helium – its masterstroke being to take the greatest 3D Saturn fighting games (*Virtua Fighter 2* and *Fighting Vipers* respectively) and blended them effortlessly, lightly throwing in an excellent training mode and garnished with a light topping of style wit and bless 'em, a large wobbling slab of humour.

Capcom have just performed the same life-enhancing surgery on the marvellous *Street Fighter Alpha 2* and quite wonderful *X-Men: Children Of The Atom* characters in their now complete *X-Men vs Street Fighter* – which was released in Japan at the end of November in Japan (with a US and European date provisionally planned for early next year).

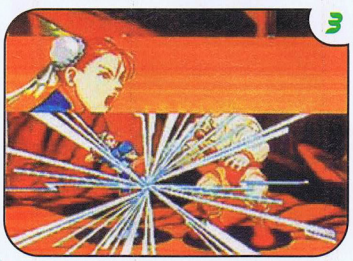
XMvSF features the world's most famous bunch of brawlers with seventeen characters to choose from: Rogue, Storm, Wolverine, Cyclops, Gambit, Zangief, Dhalism, Cammy, Magneto, Sabertooth, Juggernaut, Ken, Ryu, M.Bison, Nash, Akuma and Chun-Li. (A chocolate in the peanut butter scenario is sure to ensue as fans of both games will certainly go mental at the thought of getting to grips with the all the best characters in the one package.)

"Characters in *X-Men verses Street Fighter* can tag in and out during the match without a pause in the action."

The game features a Variable Hero Battle System, which in plain language means composing your own tag teams using the various characters. The large and varied cast have the usual Hyper Combos and Super Jumps and the tag team play enables Variable Attacks and Variable Counters to boot.

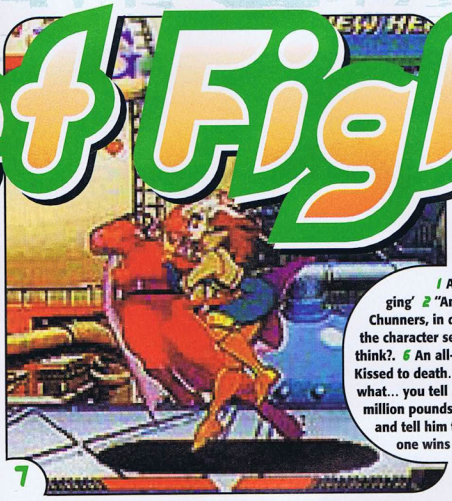
Two character simultaneous hyper combos are also at your disposal. And, as if that wasn't enough to be getting on with, the entire cat's pyjamas is to be released with the new 4 meg RAM cart from Capcom. (See boxout one for more details.)

Gameplay is based on the *Marvel Super Heroes* fighting system complete with two-level backgrounds, and unlike other fighting games you actually choose not one, but two characters to fight. Imagine it.

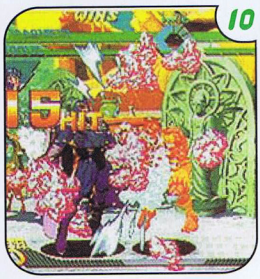


Developer	Capcom	**Release Date**	Now (Japan)
Players	One or two	**VGC**	☎ (01202) 527314

Street Fighter



1 AC stands for 'Acute Cabbage' or 'Artery clogging' **2** "And you, sir, can have some back!" **3** Our Chunners, in devastating action **4** Please, have a look at the character select screen. **5** Looks pretty nice, don't you think?. **6** An all-X-Person battle... what'sthepointofthat?. **7** Kissed to death... hmmmm, sweet sweet lips. **8** Tell you what... you tell ME what's going on here. **9** I've beat one million pounds on the bloke on the left. **10** Ring up Dean and tell him the best anagram for 'DEADLINE'. The best one wins ME! **11** Running... out... **12** of... space.



Cammy and Magneto swapping ringside tips together. Marvellous!

What happens is, each character can tag in and out during the match without a pause in the action and as a direct result of this, the prehistoric best of two rounds format has been discarded in favour of 'whoever's left standing at the end of the bout is the winner'. Splendid.

Another new tweak is the group attack feature. At special points in the game both a player's characters can appear on screen at once using a super attack and effectively wipe the floor with the opposition. *XMvSF* promises the addictive gameplay we've come to expect from Capcom with even more variety than the likes of *MegaMix*

The game engine relies heavily on custom animation files, needing to load in four sets, as well as the huge backgrounds and that's where the 4MB RAM cartridge comes in. The game can't run without it and unless you have a Japanese or switched Saturn, you won't be able to either – unless Virgin decide to release a UK version.

XMvSF is now finished and is probably doing wonderful things as we speak, so prey for a release date sometime around April for Europe.

Iain White

Two Become One

If you flick to page 78 of this very issue you'll see James' spanking new review of *Street Fighter Collection*. The two major ingredients of *XMvSF*, though, are not surprisingly *X-Men: Children Of The Atom* and *Street Fighter Alpha 2* and a brief dissection of their delights is provided for your delectation and delight below.

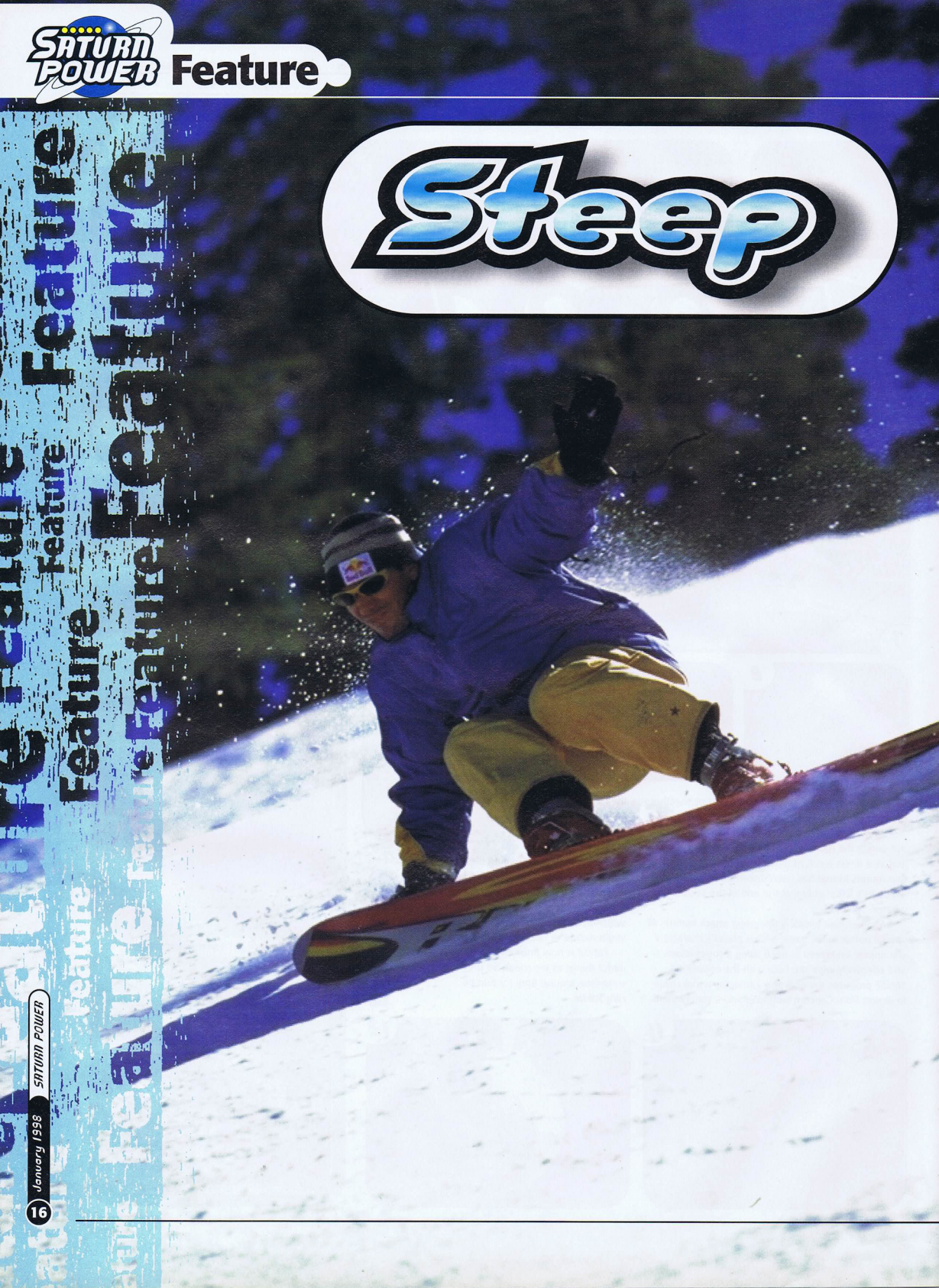
STREET FIGHTER ALPHA 2

Hovering around number 16 in our Top 100, *SFA2* is the best incarnation of the series so far, featuring much technical advancement and arguably has the edge over *Ultimate Mortal Kombat*, a topic of fierce exchanges in the boardroom at *Saturn Power* Towers.

X-MEN: CHILDREN OF THE ATOM

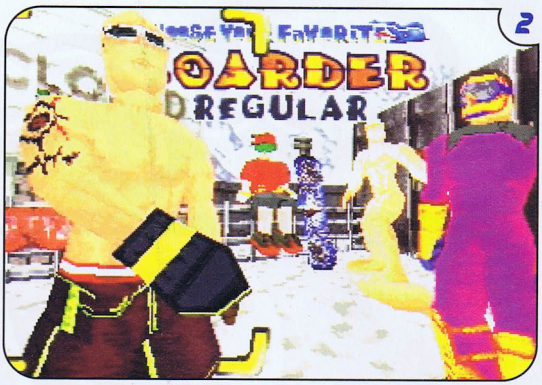
Last seen around number 77, this is still one of the better beat-'em-ups which paved the way for its bigger brother *Marvel Super Heroes*. Not as good value as *SFA2*, but if you want massive superhero sprites special moves and that famous Capcom gameplay, look no further.

Steep



Slope Sliders

Despite a diminished release schedule, it's pleasant that Sega are still capable of surprising Saturn owners with an unexpected release. *Steep Slope Sliders* appeared on SoE's schedules with January the pencil-marked date a month ago. Intrigued, we requested a copy... and kissed productive work days goodbye. With the *Saturn Power* office packed with would-be snowboarders from other Future titles, it was a week before we could restore order. Forget *Cool Boarders*. *Steep Slope Sliders* is where it's at.



There are sports, and then there are *sports*. And then there are entertainment industries. The BMX, the skateboard, the surfboard – each in turn embraced by TV, movies, magazines and, of course, us, the public at large. Current media darling Snowboarding out-cools the lot of 'em. Predictably, the software industry wants a slice of trend-flavoured pie. The numerous companies holding out plates for a generous helping include, naturally, Sega. And *Steep Slope Sliders* is their game, licenced from Jap publisher Victor. Pleasingly, if early indications are anything to go by, Sega's game is the best of the lot.

There are two ways to approach *Steep Slope Sliders*. The first is as a racing game. Clearing each track in record time allows access to certain secret characters and, naturally, is an achievement in itself. Of the seven tracks available in our early version, five lend themselves to a more speed-oriented kind of boarding. But – with the exception of the Alpine track, with its various flags to negotiate – they also provide numerous opportunities for tricks. This is where *Steep Slope Sliders* is at its strongest.

From 720° 'fakies' to Hakon Air and other such strangely-monickered feats, *SSS* quite literally allows players to perform a bewildering number of tricks. These are accessible through combinations of A, B, C and the shoulder buttons – jump, grab, flip and spins respectively. The height of the jump and the state of the landing all contribute to the total awarded.

The snow must go on...

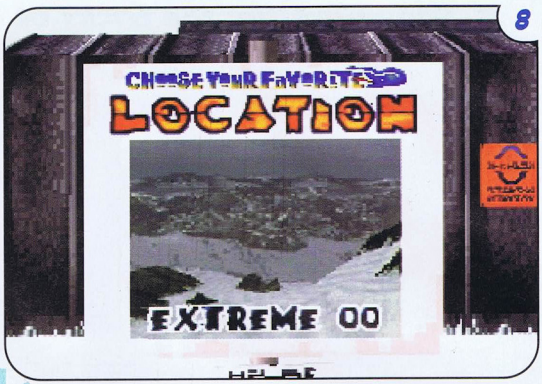
The version of *Steep Slope Sliders* used for this preview includes the basic Japanese tracks, lacking the planned additions for the UK release. Here's a few details of seven of the tracks you'll be playing on come January...

The first of the tracks and, with the exception of the half pipe, the shortest. There are plenty of rocks from which to launch yourself, and it's certainly a fast track.

An interesting course, Extreme 01. It has one jump that is very high and tapers off to become a tight ledge. I defy anybody to say they can perform that move with ease – it's bloody tricky.

One of the more rough-'n'-ready tracks, Extreme 02 has rocky falls and plenty of jagged areas to come a cropper on. Pick your tricks with care. See the dog, there? He chases you down the bank...

Part of Extreme 03 passes though a town, making it very tricky indeed. It also features a tunnel with a huge jump at its end – straight onto some poor soul's roof.



However, it's not possible to merely perform stunt after stunt in order to accrue a ridiculous final figure – players are only credited for their first five feats of (no doubt) stunning aerial expertise. Beating early scores is therefore very much a case of finding new areas to jump from, attempting to get an extra 360° out of a certain leap and using tricky-to-reach apparatus – especially on the Snowboard Park – to be clever. Like you do.

Points make prizes, as the gameshow catchphrase goes, and in *Steep Slope Sliders* there's a strong emphasis on accruing large numbers by through performing death-defying stunts. Using jump, grab, flip buttons and the shoulder pads to spin, players can access a varied array of bizarrely-named feats. The best time to attempt these is during a jump, when there's the required height to get the twists and turns out of the way before gravity catches on. It's hard to describe these; varied (and in more severe instances, almost certainly physically impossible) the best way to visualise them is to look at the pictures adorning this page. No, really.

One of *Steep Slope Sliders*' greatest charms is its non-linear courses. Players can approach each track in any way they deem appropriate. So if you want to miss a jump in order to use a bank as a makeshift half-pipe, you can do just that.

This makes for a more exhilarating experience; this kind of freedom is rarely offered by track-based games.

It's perhaps most apparent on the Snow Park track, where a variety of jumps and obstacles fly past at an impressive speed. From the start there are a series of ramps, but roughly thirty seconds into the course there is a huge ramp. Players can only mount it by jumping from a certain snowbank, but it's more than worth the effort. From the top it's possible to perform a ridiculous number of spins; only perhaps with a replay does the sheer size of the leap you make become apparent. The track later separates, becoming two individual parts divided by a slope and a railing barrier. Fancy trying to slide down said railing just to be a smartarse? You can do just that.

"Points make prizes, as the gameshow catchphrase goes, and in *Steep Slope Sliders* there's a strong emphasis on accruing large numbers through stunts."

A speed track, this Alpine course offers scant opportunity for trickery and stunts, but it's surprisingly fast. Getting though the 'gates' is pretty tricky, but with practice it becomes easy.

Arguably the best course, the Snowboard Park offers a number of different jumps and tricks. You can approach it in any way you see fit, taking jumps in the order you wish.

The ultimate stunt track, the Half Pipe is a totally straight course with banked sides. This allows some stunning leaps, twists and flips. The best 'after pub' track by a mile.

1 The first four boarders... 2 ...and here are a few secret ones. 3 Predictably, I went for the scruffy boarder with blonde hair. 4 Hitting the trees only kills your speed. 5 Even the boards are well designed and detailed. 6 You get to choose your own music before starting a track. 7 Tricks on the Half Pipe. 8 Well, go on then... choose 9 Sliding through a fast, narrow section... 10 ...Oops. 11 Don't tell me that bodywarmers are back... 12 Sliding on an icy patch.

Snowparklife: the tricks of the trade...

The snowboard park is arguably *Steep Slope Sliders*' finest course. With a wide variety of different stunts and routes, you can take it any way you choose...

Using a snowbank as an improvised half-pipe...

This huge ramp is only access via a jump moments before.

AaaaAAAAAaaaaaAAAAAaaaaaAAAAaaaaAAAAaaaaAAAA!

Using the ramp seconds before, it's possible to jump this house...

Right at the end of the track, there's a row of wrecked cars. And yes, you can slide on them...

1 That's going to *hurt*... *2* It's all over – and the young lad done good. *3* Now this is the dangerous bit... *4* The end of a course. And, if I may say so, a shockingly poor costume...

It seems that no videogame dare show its face in public without offering several different characters. *Steep Slope Sliders* makes no attempt to buck the trend, with four boarders available from first play. However, by attaining fastest times on each of the courses, new characters appear – Sega estimate there will be at least sixteen to find in the finished UK version. The differences between the different boarders are, in general, very subtle. However, later figures are rather more outlandish, including a gold bloke with a yellow trail, a young lad and a boarder with no 'tricks' ability but phenomenal speed.

Another noteworthy (if rather useless) feature is that *Steep Slope Sliders* distinguishes between 'regular' and 'goofy' stances – regular being left foot forward, goofy right. The difference? Certain tricks are different when approached from the different angle. If the truth be known, most players won't use the Goofy stance...

but credit where its due – this kind of attention to detail is admirable.

Ironically, the characters are perhaps the least accomplished aspect of *Sliders*' superb visuals – and they're not half bad. The grabs adorning the page just don't do *SSS* justice; there's no way they can convey the smooth frame rate and incredible velocity that the boarders can reach. Each track has its own graphical 'feel'; from the misty slopes of Extreme 01 to the town-based Extreme 03, each boasts visual variety and individual features.

Track-based games almost always suffer from the modern-day colour clash, the Demon Pop-Up. But, following the lead of many other developers, Victor have made *SSS*'s scenery 'fade in'; a technique also found in *Sonic R*. Derided by a select (and misguided) few, this technique is virtually indistinguishable during play. And it works, it really does; you really get the impression that you're sliding down a huge slope. Admittedly, pop-up can be found in certain areas where developers Victor have been a little more adventurous with straight sections but, again, this is something those wielding a pad will be hard-pushed to notice.

SSS's aesthetic prowess is complemented by a range of effects and touches. The spray from the boards is impressive, the backgrounds are sublime. But there are other little extras. For example, on one track a dog chases your boarder for a while; another sees a leap over a cliff with a helicopter hovering close overhead.

Having signed publishing rights from JVC (who usually publish Victor's titles in the UK), Sega immediately asked for extra tracks and characters. The seven tracks in the preview version we received are to be joined by at least another two, but more are a possibility. It's unclear at this point just how many tracks will be 'secret', discovered through beating certain times and scores, but we'll wager at least a third will be unavailable from the start, thus providing an extra challenge for players.

At present, *Steep Slope Sliders* lacks two perhaps vital ingredients. There is no two-player mode, something you'd expect from such a game. Secondly, there are no special challenge or championship modes. While a multiplayer option is unlikely to be added before its January release, *SSS* really needs more than the standard time/trick trial option it offers at present. And, while splitting the screen to accommodate two players would be a large undertaking, adding a simple competition (or even a group of them) surely wouldn't be too much trouble. Would it?

At the time of writing, *Cool Boarders 2* on the PlayStation has arrived at Future for review. *Steep Slope Sliders* looks and plays ten times better. You'll find more such judgements in our review next month.

James Price

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When in Rome, ask how the Romans do it...

***Steep Slope Sliders* looks great, but how close is it to its subject matter? Are the tricks named correctly? Is the control realistic? We asked a snowboarding fan working at Future – young James Blackwell, art ed of PC Gamer – and a useless slob – like, *me* – to pass comment from respective sides of the fence...**

Looking cool, I mean that's what snowboarding's all about, right? Wrong! I mean yeah of course you want to look good but it's more about personal style and attitude, that's why I've been glued to *SSS* for the last three days.

I've been boarding for the last four years and be it competing in the half pipe playing in the fun park or just racing the gates on the downhill slalom, this game is spot-on. As usual you can pick your own character, but this time you can actually pick someone who looks like a boarder rather than some neon all-in-one ski suit-wearing geek!

The winner for me though is the time they have put into this game getting it 'just like the real thing' – all the freestyle moves are correctly named when executed and the general feel of carving turns looks and feels just right.

Snowboards aren't like skis, they don't come off when you slam (fall over!) so when you fall you slide on your hands or sometimes you might over turn and end up sideways. This can be sorted out buy jumping 90 degrees to right yourself. And *SSS* has that, too.

To compete in the half pipe against friends has to be the highlight of the game for me as all the moves are in there, whether it's pulling off a mighty 720° switch stance front flip or a simple backside air, the more you practice the better you get and there is always something new to learn.

Adding an open piste freeriding level where you can go anywhere would be fantastic but maybe I'm just asking a little too much.

My only gripe would be that hitting a stationary object and stopping is infuriating as it takes a long time to get yourself back on track but hey as I said 'it's just like the real thing!' Everybody who has played this game has absolutely loved it and all you snowboarders out there won't want to put down that joypad, I know I didn't and that's probably why my thumbs are killing me!

James Blackwell

There I stood, at the top of the bank that slopes down from the Bridgnorth by-pass. I'm twelve or so, wet behind the ears and, as my Dad was always so fond of saying, lacking the sense I was born with... so, no different from now, if the truth be known. But I digress. In my hand I held a thick plastic bag. I'd been sliding down on it, but somehow, that just wasn't enough. So I decided to try standing all the way down.

I started with a certain amount of style – and no, it's not nostalgia fogging my memory, I really kept my balance for a few seconds at least – but, predictably, disaster occurred. Despite the snow covering the incline, it was still far too irregular and bumpy for the kind of idiocy I had in mind. So, naturally, I pitched into the snow, rolled arse over tit down the bank and crashed into the fence at the bottom. As the saying goes, God looks down kindly upon children and drunks, so I miraculously avoided any kind of injury. I can honestly say I've never rode a sledge or snowboard of any description since that day. Now I take great delight in watching the many horrors snow-based sports can spring upon competitors. But I've always been sick like that.

Stuff the real thing – I'll stick with *Steep Slope Sliders*...

James Price

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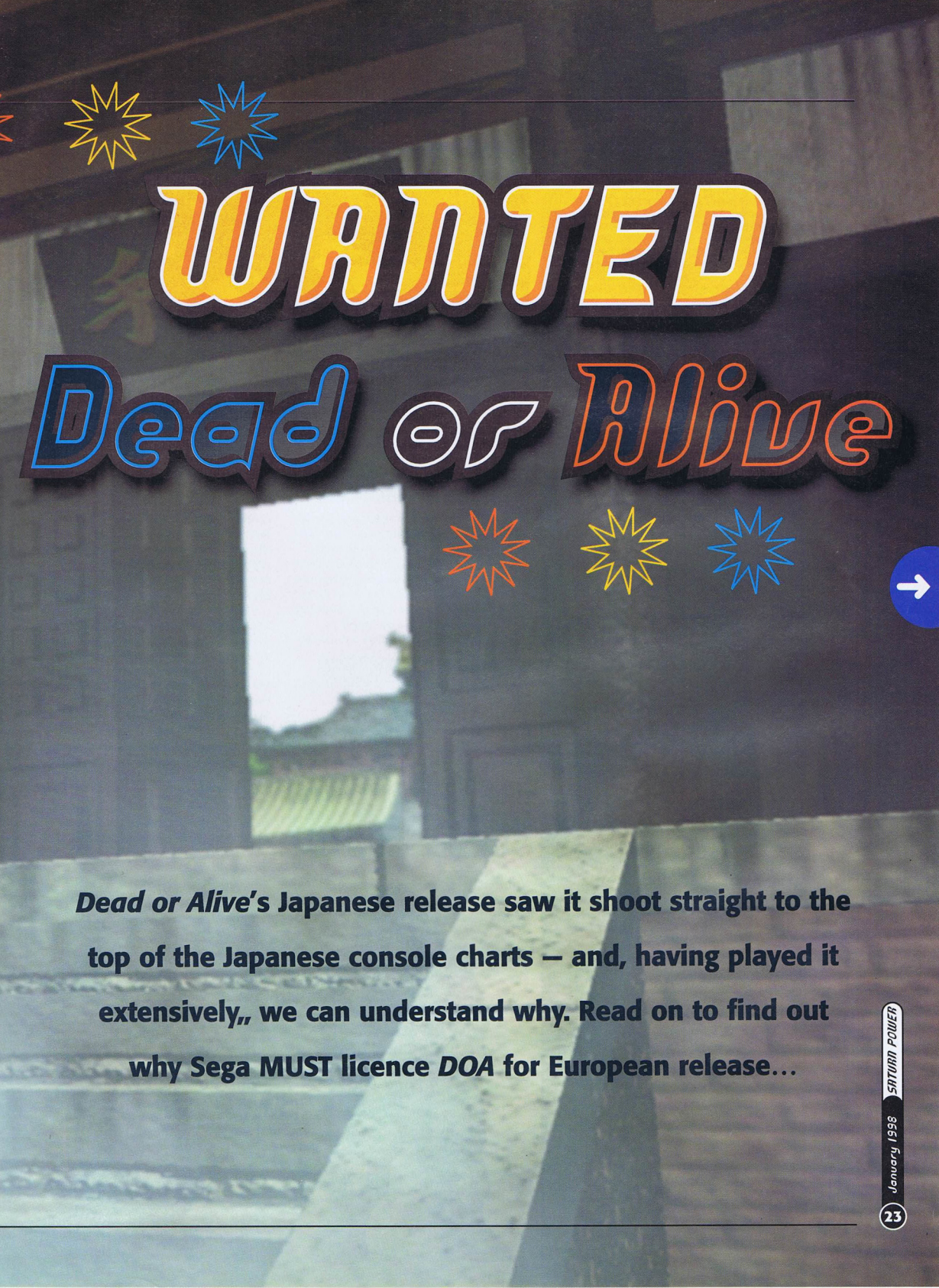
1 Looks good, yes? You should see how smoothly it moves... *2* No matter the complexity of the move, *Dead or Alive*'s characters perform each throw and hold convincingly. *3* *Dead or Alive*'s excellent Training mode.

WANTED

Dead or Alive



***Dead or Alive*'s Japanese release saw it shoot straight to the top of the Japanese console charts – and, having played it extensively,, we can understand why. Read on to find out why Sega MUST licence *DOA* for European release...**

Through the keyhole

The beat-'em-up family home

Walking into the hallway, there's no doubt where you are. Bloodstains adorn the walls, while... yes, on the ceiling here there's evidence of a Super Combo, possibly a Dragon Punch from young Akuma. The little scamp. Children are a curse for houseproud parents, are they not?

Entering the living room, it's all-too apparent that this is a *family* room. On the hearth are pictures of Grandma and Grandpa – *International Karate* and *Way of the Exploding Fist* – while a picture of newborn *Dead or Alive* sits proudly above. And doesn't he take after his father, *Virtua Fighter 2*?

Upstairs, then. Let's open this first door, shall we? Ahh... young *Mortal Kombat*'s room. A creative young fellow. And look... here... and here... poetry. Let's read a few lines, shall we?

"Die, *Street Fighter*, die,
With spikes through your brain,
My fist amidst your entrails,
As blood pours over that nice little Gingham number I bought at Ms Selfridge."

Poignant... an innocent, youthful vitality. I see a bright future for this lad. And look – discarded in the corner, a collection of cardboard cutouts. On the desk against the far wall, a book: The Beginner's Guide to the Polygon. A school project, perchance?

Along the corridor, we can open this door here and... goodness, an *enormous* room. A dormitory, no less. Ahh... a longer glance reveals this to be the room of the *Street Fighter* Twentuplets – a world record collection of near-identical children, born seemingly within minutes of each other. And, yes, if you look in this corner here, there's a book discarded in the corner – the classic *Capconimal Farm* by Adonis Huxley. It's closing line is haunting, no matter how many times one reads it...

"The animals looked from 2D Street Fighter to Street Fighter EX Plus, and back again, and they could not see the lack of differences between the two. The twats."

And now, back to the panel, who will be guessing whether the beat-'em-up family have had a single original idea for years. Can you guess? Oooh, I can't. Exciting. While they're doing that, I'm going to give birth. I just hope it's not a monkey like last time.

The Omcet address

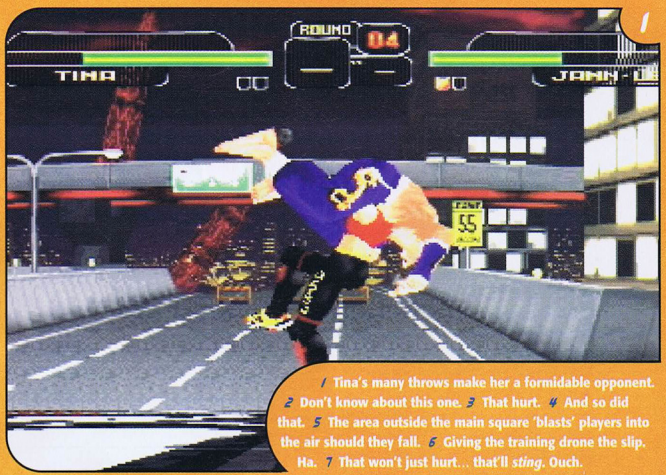
VF2 DOA

[Mr Omcet is addressing a crowd of Saturn owners] "*Dead or Alive* marks the debut of an exciting new genre! The *fighting* game! For the first time ever, enjoy the thrill of one-on-one combat in your own home! Innovative characters such as Gen Fu, an old man – never before seen in a videogame – and Lei Fang, a delightful young lady fond of karaoke, make *Dead or Alive* a vibrant, original experience.

"With a control method featuring 'block', 'punch' and 'kick' buttons – for the first time! – *Dead or Alive* is truly... [cockney accent] *What was that? Less of your lip, my saaan! I'll 'ave you know that this game ain't nuffing like VF2, nor nuffing else neither...*

"Excuse me... excuse me... just a moment's lapse there. *VF2*? What nonsense was that? Who produces this game? Let them stand forth and challenge the integrity of my statement! [Cockney accent] *I'd like to see 'em walk with their 'ead shoved up their tradesman's entra...*

"Ahem... just clearing my throat. We seem to be be having a few problems with the PA tonight. If you listen, you can't possibly mistake what sounds like approaching sirens. [Cockney accent] *Blimey! It's the Creativity Cops! It's the slammer for me! I've bin stitched up good and proper! Fank gawd we didn't use multiple views like what we were thinkin' of...*



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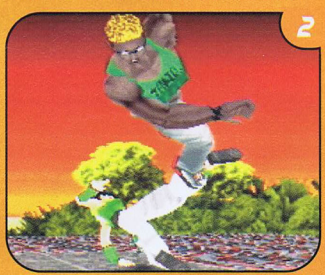
1 Tina's many throws make her a formidable opponent. *2* Don't know about this one. *3* That hurt. *4* And so did that. *5* The area outside the main square 'blasts' players into the air should they fall. *6* Giving the training drone the slip. Ha. *7* That won't just hurt... that'll *sting*. Ouch.

Sega's Xmas release schedule is surprisingly light of the staple constituent of any traditional console diet – the beat-'em-up. Usually one can't swing a cat in a software store without dislodging festive fighting fare from display cases. And I should know – I *tried* it. No, really. The cat was pissed at me, the store manager demanded I leave and I had to hide in a bin behind Somerfield until the police had left. The number of Saturn beat-'em-ups dislodged? Only one from Sega, the like-it-or-loathe-it *Last Bronx*. Thirdparties can account for three more – Virgin, with the admittedly excellent *Street Fighter Collection* and *Marvel Super Heroes*, and GT with *MK Trilogy*. So, four fighting games in all. Pitiful.



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However, our friends in the orient have reason for festive cheer. *Dead or Alive* hit the shelves a few weeks ago at the time of writing. It immediately topped the Japanese software charts, met with universal acclaim and claimed an unusual first with the inclusion of an option to disable the bouncing of the female character's breasts. It has all the ingredients of a potentially classic fighting game. So, for your convenience and ease of reading, I've separated and written about these separately. Just for a change, like.

COMBOS

There have been many evolutionary dead ends in the history of the beat-'em-up; combos are not one of them. Possibly the most significant addi-

BAYMAN
Big forces type with a wide range of nasty throws. He's not the fastest of the characters, though...

GEN FU
Haven't we seen this man before? In *VF*... *FM*... what *was* that game called?

tion to the genre since the 'block' made its debut, the existence of combos encourages creative play and deters players from holding back in order to wear an opponent down with leg sweeps and cowardly long-distance attacks. Unless, of course, that person is a bit on the crap side.

As we establish quite categorically, *Dead or Alive* is very much 'influenced' by the *Virtua Fighter* series. Therefore, *VF* adepts will feel comfortable with the moves available with *DOA*'s characters. Predictably, chains of kicks and punches can be linked together – like Jann Lee's PPPK, PPPP moves and Lei-Fang's K, LK, LK crowd-pleaser – but, in keeping with *DOA*'s affinity for throws and holds, these can also be linked. But more of that later.

It's possible to win rounds against the Saturn without using combos, but it's an unsatisfying and craven manner in which to win a round. A true gentleman (or gentlewoman) wins by virtue of a skillful, crowd-pleasing performance. No, *really*.

UNIQUE SELLING POINT

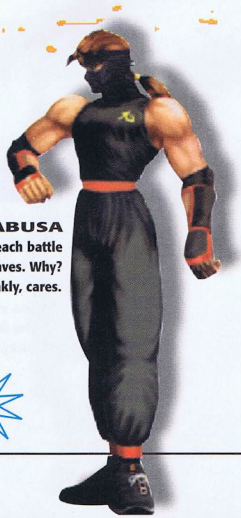
That *Dead or Alive* owes its existence to the *Virtua Fighter* games is without question. *VF*-inspired features, moves and characters are apparent from first play, but beneath its derivative (and very, very polished) exterior, *DOA* boasts a number of 'extras' including multipart throws, 'danger' areas and a Kumite tournament mode.

However, the new addition that deserves special attention is the introduction of a dedicated 'hold' button. By using this – set at default as the 'A' button – players can counter attacks and launch into their own. Initially bewildering, with a little practice it becomes apparent that these counters are an integral part of *Dead or Alive*'s gameplay. A two-player fight can become a string of holds, with neither player capable of breaching their opponent's defenses.

Special counter attacks are not a new feature in beat-'em-ups – *Tekken 2* and *Street Fighter Alpha 2* have offered them for a year or so now. However, their prominence in *Dead or Alive* make them a key weapon in the fighter's arsenal. With them, play becomes fast and frantic as participants attempt to outwit their rival numbers. The counter button must be pressed early on in a kick or punch to halt its progress. It's also essential that the fighter be on the same level as the would-be hit – pressing the 'hold' button while standing will not block a sweep kick.

JANN LEE
He has Lee as a surname. And he makes squealing and shrieking noises just like his namesake. Possibly our favourite character.

KASUMI
Looks like some arse has cut the shoulders off Kasumi's top. There'll no-doubt be trouble when she catches the bounder...



RYU HAYABUSA
Ryu appears to fight each battle amidst a flurry of leaves. Why? Who knows? And, frankly, cares.

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1 Kumite mode offers stats at the end of each round. 2 Ryu has this very awkward handstand move. 3 He'll have difficulty perform it with a broken arm, though...

THROWS

The multipart throw is fast becoming a beat-'em-up favourite, with experienced players appreciating the unrivaled opportunity it provides for posing. Whereas once upon a time a Dragon Punch would draw sharp intakes of breath from an appreciative crowd, now it seems only broken ribs, a broken arm and a broken neck (in one flowing movement) will do. And rightly so.

While performing one throw, players can tap in another sequence in order to perform the next part of an attack. For example, Lei Fang has a three-move multipart that, while difficult to perform, inflicts an incredible amount of damage. Zack's similar move would, if executed on Lei-Fang, do much the same. And, should he be angry while doing so, he can genuinely be said to have 'thrown a wobbler'. Boom! Boom! Oh, never mind.

DODGY FEMALE STEREOTYPES

From the 'girly' Chun-Li to Sonia in *Mortal Kombat*, from Pai in *VF2* to Sakura in *Street Fighter Alpha 2*, the female of the species can indeed be, as the song goes, more deadly than the male. But, at the far extreme from the 'female in a pinny cooking like a nice little matron' stereotype lies the 'rock-hard fighting woman with *great* tits' cliche. Could it be that too many beat-'em-up programmers spend a little too much time in darkened rooms? I think we should be told.

Dead or Alive is rather more blatant than previous efforts in that its coders have actually animated the chests of its female characters. As the old tale goes, Newton had the old 'lightbulb above the head' moment when he observed an apple fall and, consequently, invented gravity. Previously, everyone floated around like a right bunch of plonkers – and that's *true*. Ahem. But *Dead or Alive* pays no heed to Newton's discoveries or, for that matter, the Noble Science that is physics – the huge breasts of the female combatants bounce laconically before going into pneumatic overdrive during attacks. If my mam-

LEI FANG
With her great counters and lightning speed, Lei Fang is one of *DOA*'s better character. Her three-section multipart is tricky, but devastating.

TINA
Tina's fighting style is very throw oriented, making her a nightmare opponent if you're playing against the Saturn.

ZACK
Bit of an all-rounder, Zack. We didn't really get to grips with him, but he does have some effective kicks.

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4 There he goes again... 5 Jann Lee looks bemused as Kasumi flings herself around like a drugged-up monkey. 6 Bayman does like his throws. 7 This is the 'boss' character, Raidou. 8 And this is him pummelling Jann Lee.

mary... sorry, *memory* serves me correctly, virtually ninety five percent of videogame players are male. But, after viewing *Dead or Alive* being played, you'd not imagine it, would you?

CHARACTERS

If *Street Fighter* is the videogame equivalent of *EastEnders* (with its rowing, scrapping and the occasional reference or hint of off-camera copulation) and *Mortal Kombat* is *Coronation Street* (dated with cardboard cut-out characters and Sub Zero's hilarious Mavis impression), what does that make *Dead or Alive*? *Brookside*? *Neighbours*? *Home and Away*? None, I say. It's more *Byker Grove*, if anything. One of the characters is supposed to be an ardent Karaoke fan, for God's sake! How we chortle as they end a match with taunts spoken in a hilarious Geordie accent...

Only joking. But if *DOA* does have a flaw that we could *perhaps* mention in this wonderful feature/preview hybrid, it'd be that Tecmo's character design perhaps falls short of the quality found in equivalent releases by Capcom, Sega and Namco. Call me picky if you will, but the *DOA* competitors seem either insipid or a mite too similar to *Virtua Fighter* stalwarts for comfort. However, Lei-Fang and Jann Lee are okay, hence their many mentions in this text. Should you buy the import version before we write our review, remember to choose those two.

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AND FINALLY...

Dead or Alive is a professional, polished fighting game. With visuals arguably superior to those of *VF2* and *Last Bronx* – both no slackers in the graphics department – it's not certain to be released in the UK. We've heard a rumour that Acclaim have an 'agreement' with Tecmo granting them the rights for European publishing rights but, with their current sparse Saturn publishing schedule, we'd put our money on Sega releasing it over here (possibly around Easter). With its minimum of Japanese text, were Sega to invest effort and money into converting *DOA* for PAL machines, UK Saturn owners would have ample reason to be very pleased indeed. Hell, who needs chocolate eggs when one can be having a scrap?

James Price

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Now you've read the feature and are, no doubt, considering taking the import plunge, turn to Sega World on page 86 for a little more advice.

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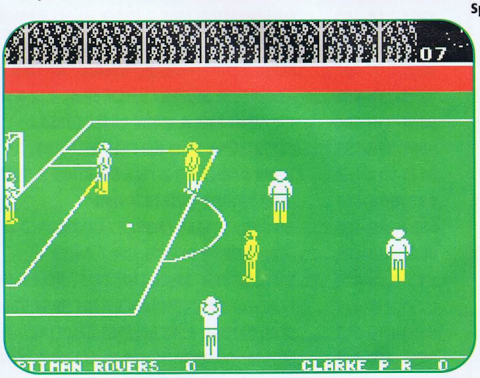
The Acid Te

Part four: Football games

The History

Ah, the glorious game, the noble game, jumpers for goalposts... oh, you know what I mean. The very first football game you could play at home was one of those awful TV games of the late seventies. Remember? You had two ridiculous paddles and you moved a white block up and down the screen. Tennis was the main game with the system but hey, football was always the one we played – and the terribly-dull squash game when you're friends weren't allowed out.

Any machine released after that had a football game of some sort, but it wasn't until the Spectrum (*Match Day*) and the Commodore 64 (*International Soccer*) were released that the computerised game got anywhere near the actual thing for playability.

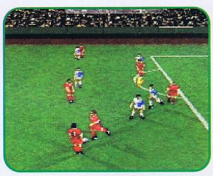


Things improved greatly when the Amiga brought us two of the finest... *Kick Off* and, still a lot of peoples' favourite, *Sensible Soccer*. The consoles brought good conversions of *Sensible Soccer*, but with all their popularity, it was only *International Superstar Soccer Deluxe* on Nintendo's Super NES that made any lasting impression as an original football game.

32-bit consoles obviously brought 3D graphics and the possibility of greater gameplay... but more often than not, the graphics looked good but the playability was sadly lacking. Exceptions include the updated versions of *International Superstar Soccer* and the now infamous *Worldwide Soccer '98*. Next year we have Actua Soccer 2 and UEFA from Gremlin and Ocean respectively. Game on? We shall see.

Three of the best

Culled from the Top 100, essential for those with talented ankles, everywhere. Get the oranges in, etcetera.



Worldwide Soccer '98
Sega • SP100: 8
This *'98* model is the best soccer game on the Saturn and one of the finest on any level. The goalies still occasionally behave like Ronnie Barker's Clarence (blind, blind-blind-blind-blind-blind) but makes *FIFA* look a tad ropey in comparison. Has a new move too – the jump! And, okay, so you can't actually perform it yourself, but the Saturn *rarely* gets it wrong...

Olympic Soccer
US Gold (Eidos) • SP100: 41
With all the visual appeal of a turd, *Olympic Soccer* managed to appeal to us simply down to the fact that it managed to be extremely fast, smooth and playable. It has the odd problem with collision detection (especially when you're trying to head in the ball with a diving header – the ball can sometimes seem to be a foot or two away from the player's head but still go in) but these are minor quibbles compared to the playable nature of the gameplay. Obviously improved upon by *Worldwide Soccer*, but you might want to think about picking it up if you see it knocking around (it's pretty cheap, nowadays).

FIFA '97
Electronic Arts • SP100: 87
An improvement over the previous game (but only just). The commentary is better – roping in the talents of Andy Gray and the legendary Des Lynam to work along with John Motson – In fact, probably one of the best you'll find, but the game is remarkably similar to the previous game, despite EA's claims to the contrary. Still, like *FIFA '96*, it's strangely playable – despite its flaws.

In our ongoing dissection of the frankly bewildering oeuvre that is the videogaming ostrich egg, *Saturn Power* once more whips out its shining scalpel and this month probes the willing flesh that goes by the name of football games. You've looked at the Top 100, but what if you want a little more information. We are hear to serve. And why? Because we love you, our little fluffy chickens.

Up 'n' coming

UEFA Soccer
Ocean Software • February

Billed as first and foremost an arcade experience, Ocean are suitably tight-lipped about it. Motion capture, 3D, 17 different stadia and two training pitches. So far, Radio Five Live's Alan Green and Match Of the Day's Alan Hansen have been signed to provide the commentary. One may think that it could just end up being another average soccer game but initial shoutings from Ocean may lend itself to the opposite opinion.

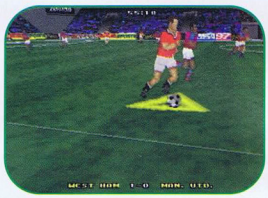
Actua Soccer 2
Gremlin • Spring '98

You too can 'Play It Cool' with the Super Furry Animal's favourite game.

After the disappointing (arse, frankly) *Actua Soccer Club Edition*, Gremlin appear to be getting back to form with their sequel to the smash original. The gameplay and graphics are a huge improvement over past efforts and, we have to be honest, the early version we recently played looked a bit of a blinder.

FIFA Road To the World Cup
Electronic Arts • December/January

Big title. Big game. When all the hype's died down, though, EA's flawed soccer title has never previously managed to exactly set the world alight. Once again, though, EA are boasting about a new game engine and have once again drafted in the bendy charms of our French chum, David Ginola.



The rest

Euro '96
Sega/Gremlin • SP100: N/A

One of *Sega Power*'s few errors. On initial impressions, *Euro '96* appeared to be a rather appealing (and obviously topical) release based on the *Actua Soccer* engine. It was only after playing it for a long period of time that the minor (and incredibly irritating) bugs became apparent. It was obvious for all to see that Sega (and Gremlin, they're not exempt from the blame) had not fully tested *Euro '96* before it was rushed out to get it in the shops before the *Euro '96* tournament ended – which isn't very nice.

FIFA '96
EA • SP100: N/A

Many years ago, well two, until *Euro '96* came along this was the best footie game for the Saturn. With (at the time) great new angles and options, John Motson doing the commentary and a great Virtual Stadium idea. Some sloppy errors (and why is it that Electronic Arts trust Canadians with the job of such an important game... I mean, what do they know about football? Hardly a footballing hotbed, is it?) and jerky-sperky updates tarnish a game with some good ideas and plenty of presentation polish.

Striker
Sega • SP100: N/A

Programmed by Rage Software and lacking a club side option, real players or fancy motion capture, it plays very well indeed. The accent is on arcade pick-up and play and play it does. The arguments raged in the *Sega Power* office at the time as Dean preferred the US Gold game, *Olympic Soccer*, while James Ashton leaned more towards this. James was, naturally, wrong.

WWS '97
Sega • SP100: N/A

Although *WWS '97* doesn't get a Top 100 position (just due to the fact that the sequel has automatically replaced it), it's still one of the finest football experiences you can get on the Saturn.You can pick up a copy of *WWS '97* for a paltry twenty quid and if you can live without the new club teams and minor tweaks to the artificial intelligence (and *slightly* better keepers) that have been added to the update, you might want to pick up a copy of this. Especially as you can get one for, as we say, about £20... a shining example of value and entertainment if ever one was needed.

A couple of the worst

Victory Goal
Sega

Not much cop these days. launched with Saturn at its release 'Cor, not bad,' we thought, 'A 3D footie game.' Rather poor these days if the truth be told, and subsequently relegated to the third division.

Actua Soccer Club Edition
Gremlin

The ball physics are so tricky, it's like kicking a medicine ball about the pitch. Very slightly enjoyable (in a very peculiar sort of way), but some sloppy control and poor artificial intelligence doesn't help a game that can't offer the depth and playability of *Worldwide Soccer*. Avoid it as you would a Pearce free kick.

Role Play

The latest on *Panzer Dragoon Saga*, *Riven* and the horrendous delays that we've come to expect with the much-delayed *Magic Knight Rayearth*... all in this month's Role Play Gamer.

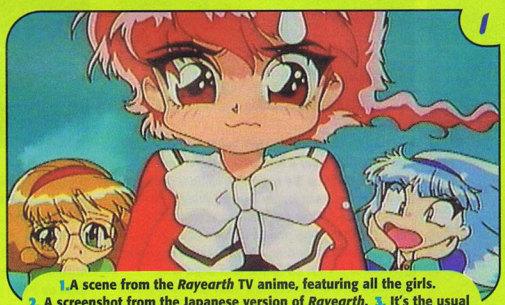
NEWS

It's a sad fact that many of the Japanese RPGs featured on these pages of late will never be translated, due to obscurity, certain gaming elements that won't appeal to Western gamers, PlayStation domination, lack of funding or lack of interest on the part of the original developer or translator. However, it looks like it's going to be a Winter best spent indoors for Saturn owning RPG fans living in this country, not because of adverse weather conditions but because there are new translation projects underway at Sega and imminent releases from Working Designs of America that will be worth checking out on import.

Panzer Dragoon Saga

You'll probably already know that the rather underhyped *Panzer Dragoon Saga* is a certainty for these shores, in fact Western versions of the game are scheduled for January 1998 releases. This has to be one of the speediest translation jobs to date – if Sega manage to pull it off that is. As we've mentioned before, along with the traditional RPG style this game will incorporate action based on the shoot-'em-up engine used by the previous two games. We can only hope that this will entice even more gamers over to the RPG genre, as there can be no doubt that fans of the *Panzer Dragoon* shoot-'em-ups will be intrigued by this interactive character-based game.

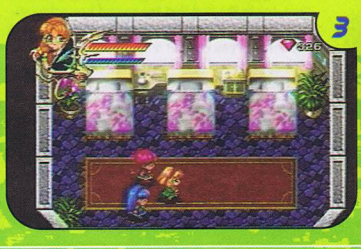
Working Designs' translation of *Magic Knight Rayearth* will be available soon on import – this is an action RPG featuring the three main characters from Clamp's popular anime series. We have mentioned this game in the past, however it's been delayed so horrendously (by over a year in fact) that only now, close to the proposed release date with no more apparent setbacks, can we guess at when we'll finally have *Rayearth* on the shelves. Working Designs have claimed that they'll have the game on sale in mid-November, that date will have been and gone by the time you read this, but knowing Working Designs it's likely that we'll have to wait longer. *Rayearth* is a fairly minority interest title, as the anime series it's based on has never been released in the UK or America despite being a fan favourite – so it might be best to order your copy now. For those who are curious, it follows the exploits of three Japanese schoolgirls (with 'interesting' hair colours) who are sucked into a realm of fantasy a la Dungeons and Dragons the cartoon series. If that sounds just a little bit formulaic to you, bear in mind that *Magic Knight Rayearth* the anime is predominately a comedy series, and that the game follows suit – therefore just the thing for those in need of something light hearted. And, if it does show up as promised, we'll have a review for you next month.

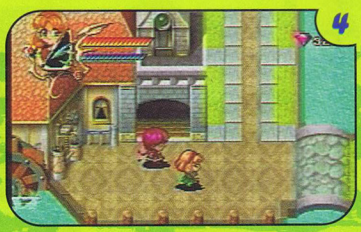


1.A scene from the *Rayearth* TV anime, featuring all the girls. 2. A screenshot from the Japanese version of *Rayearth*. 3. It's the usual RPG sleeping arrangements in *Rayearth*, with all the girls having to share a room. 4. The usual angular town scene, leaving the *Rayearth* girls wondering why it is that all the houses face the same way...

Riven

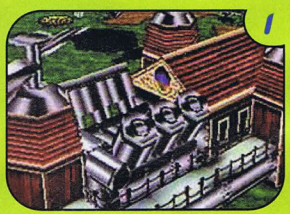
You also might want to pick up *Riven*, the sequel to *Myst*, which is due out this Winter from Sega Europe. Not just because it's likely that as an RPG





Gamer

RPG



1. It looks like the resurgence of old technology, a popular *Shining Force* theme, will also be explored in the latest volume. 2. The hero of *Shining Force III* crosses a stone bridge. 3. The familiar church, where no doubt you'll end up reviving your characters in *Shining Force III*.

fan you'll also enjoy graphic adventures, but also so you can take heart in the fact that you're owning something that American fans can only hanker after, as it seems that Sega of America currently have no plans to release the game over there. It looks like the boot is finally on the other foot – Sega of Europe are supporting the Saturn far more admirably than the US branch, and it's certainly intriguing to see our American cousins having to indulge in the familiar pastime of ordering from abroad – something that we've had to put up with for quite some time now. With SoE's heartening commitment to the Saturn, it's also likely that we'll get some of the popular RPGs from Japan before the Americans do – if they get them at all that is.

It also seems that we might get *Shining Force III* in the UK, even though it will be released as three separate volumes – which is not only a daunting task of translation but quite a risk to be made when you consider that interest in the Saturn will likely be very low by the time the third installment is out. Despite this, even Sega of America are looking at the viability of a translation of the games. Which means that those of us in Europe are even more likely to be able to buy an English version – we are getting treated much better over here as regards new releases. Anyway, the latest development regarding *Shining Force III* is that the hero of the first chapter will be the villain of the next – confirming rumours that each separate self-contained game will take on different perspectives. It's our guess that you'll be able to play the bad guys in the second chapter – an option that's not often available in Japanese wargames!

Japanese news

Japan-only news now, as it's now certain that we won't see a release of the upcoming update of the Mega CD sequel to *Lunar*. The Saturn version of *Lunar: Eternal Blue* is now well underway, and is scheduled for release in Spring of next year. As you may know, GameArts are programming the game entirely on their own with no help this time from Kadokawa Shoten – who redesigned *Lunar Silver Star Story*. Unlike *Lunar Silver Star*, *Eternal Blue* won't be much of a rehash – GameArts are just taking the original Mega CD visuals (which were beautiful to start with) and simply giving them a tweak here and there. Also, new dungeons which were originally planned for the Mega CD version and taken out at the last minute may be included in the Saturn game. Other Lunar news is that Working Designs' translation of *Lunar Silver Star Story* has now been shifted even further back – it won't be released until well into next year. Angry *Lunar* fans on the Internet are attributing this to time spent on Working Designs' current projects for the Sony PlayStation – so the company's popularity with Saturn owners is really taking a slide.

You'll know doubt also be interested in the current status of Konami's Saturn versions of popular PlayStation RPGs *Suikoden* and *Vandal Hearts*. It now looks like neither of these games will see a US translation, as Konami of America really don't give a damn where the Saturn is concerned. At any rate, by the time the Japanese branch get their act together and release these games it's going to be too late to consider a US release – even though the translations are already there on the PlayStation versions. Konami are improving the look of both games for the Saturn – but recent reports suggest that they aren't being improved by a significant or even, in places, noticeable amount. Ah well, it doesn't matter, *Lunar* and *Shining Force* are much better anyway.

Grandia pre-orders

Finally, some great news for the absolute fanatics who see the Japanese language and spiralling import prices as no barrier to the enjoyment of RPGs. If you pre-order *Grandia* from Japan, you just might be able to get hold of the promotional items that GameArts are offering to early customers. The first copies of *Grandia* will be shipped with a special map and minidisc music CD. GameArts are hoping that this will provide an extra incentive for people to place orders for the game. Good luck trying to find this special promotional package at any of the UK import stores though! Also, Atlus of Japan are releasing a data disc for the Saturn to tie in with the release of *Devil Summoner*. This disc will feature artwork, designs, and descriptions for the characters and demons in the game, plus a bit of background referring to the Japanese legends the monsters originate from. This however, will all be Japanese – so it's one for the real hardcore fans only.

Rachel Ryan

Sega World

Karin guided us through the six floor futuristic labyrinth.

Saturn Power met Segaworld PR Manager Karin Kelly while visiting the sprawling six floor Trocadero wonderland slap-bang in the heart of London. And guess what? We ran out of change...

Ah, so it's two coins then?" says James, seated in the more than welcoming recesses of the monstrously impressive *Lost World* cabinet. The machine sparks up a new game and, catching me off guard I almost wet myself with all the roaring and gnashing going on. Hungry Raptors rear up everywhere. "Blimey," I pipe up," This is just like Argyll street on a Saturday night."

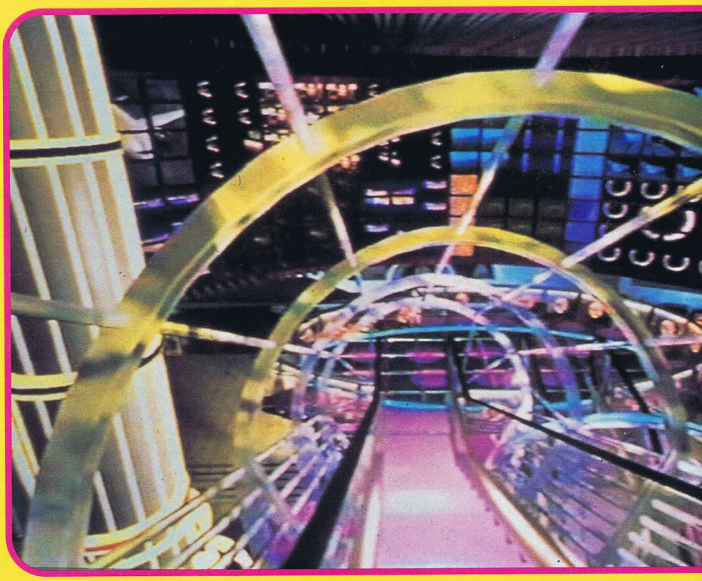
Deep in the heart of Piccadilly Circus lies the Trocadero – boasting Pepsi sponsorship and sounding more like a Spanish bull fighting ring than an indoor arena, the Troc is home to the world's largest indoor futuristic entertainment park in the impressive shape of Sega World – first opening its doors to the public on September 7, 1996.

The Trocadero's played host to a massive selection of celebs in the past year, with the likes of Jarvis Cocker, Robbie Williams, Sir Bob Geldof, Linford Christie, Tim Henman, Richard and Judy and the Duchess of York among the many happy visitors.

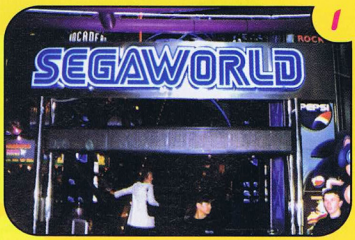
"I can remember it when it was still a pile of bricks," recalls Karin Kelly, PR Manager at Segaworld for the last two years.

So what does the newly-married Karin think are the best bits about her job?

"That's tough," she pauses. "Lots of unexpected things happening all the time. It's



Once you step on on this escalator, there's no turning back! Entry to the main complex from the Gallery Area really is an assault to the senses. It's a bit like being in a massive sweetshop, only much, much better.



1

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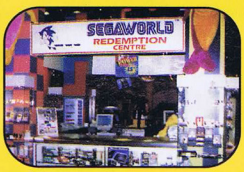
3

4

1 This escalator leads you all the way upstairs to level six. 2 A great selection of sit-down racers on floor four. 3 Each zone looks incredibly futuristic. 4 *Space Mission* – the only multiplayer VR game. Ever.

***Virtua Fighter 3* next to *House Of The Dead*. Spoiled for choice really...**



The staff are attentive and always eager to help out.

***House Of The Dead* was one of the most popular two-player shooters.**

***GTI Club* is Konami's superb racer. It's like *The Italian Job* in an arcade...**

amazing what happens at Segaworld. Partially, it's the Sega brand but being here opens doors all the time."

Karin then explains that tomorrow night, she's fulfiling many a schoolboy's dream by going out for dinner with Jo Guest!

"But why?" we wonder.

"A lot of people who come to Segaworld are suits," she explains. "We've done a promotion with the City boys (In The City), because a large section of our visitors are 18-35 year olds with a lot of disposable income, forty percent of which are girls," says Karen.

So it's not just a predominantly male audience. Surprisingly, when Segaworld first opened, many people saw it as a babe magnet. For *both* sexes.

"Girls used to come her thinking it was a..." she pauses for thought, " A butch magnet or something. Girls used to come but they also liked the games, so what we used to get were hen nights that would stop off at Segaworld along the way to Central London.

Why then does she think that someone would stop off to play videogames the night before their wedding?

"Really there's no one reason,' she replies. "I think the arcade games are easier to play, probably a lot easier than a console. The great thing about something like *Daytona* (there's a linked eight player) is you sit down and ten seconds later you know exactly what you're supposed to do. It's easy. You can do it on automatic as opposed to manual. And you're off. And it's really good fun. I don't find it surprising as a woman, but from the consumer side they probably see it as a surprise."

The Trocadero is extremely popular with professions from the city, so it's not just kids and soon to be married young women that come to visit.

"On the corporate side there's also been a lot of interest. At present, we've got four banks interested in sponsorship including JP Morgan. So that's why we decided to do this promotion."

The promotion involves Jo Guest parading around in *Baywatch* gear and a floor load of young guys playing the blazes out of the arcade machines. People are betting that the guys won't notice Ms Guest in her less than winter attire, so engrossed are they in the games. It's a night of good clean fun and also manages to adds fuel to the flame in the old 'are girls better than games' debate.

"Champagne Charlie really is dead... Today's banker would rather go out with his mates and play state-of-the-art video games"

And the prize for this promotion is a date with the alluring Ms Guest!

The traditional image of the champagne swilling financial consultant also seems to be under review, as it appears that today's banker would rather go out with his mates and play state of the art video games.

"Champagne Charlie really is dead. It turns out, interestingly enough, that he'd rather come to Segaworld,' Karin explains. "It's rather changed the culture of what they do," she adds.

Apart from the occasional fun promotion Karin feels that the IT market is constantly evolving and that's what makes working in it such fun.

"It's a personal thing, but I've always been fascinated by consumer IT," she says. "Like the PC and consoles in the home, it's a huge market that cuts across all the bands - consumer/family etcetera. Whether you're a professional, male or female, it doesn't matter.

"By way of an example, we has a ninety-four year-old woman on *Space Mission*. She was so ancient, I THOUGHT SHE WAS GOING TO FALL OVER,' Karin remembers, a trace of laughter in her voice.

"You know that Disney say they cater for anyone from nine to ninety. Well we do. Seriously. When Segaworld opened just over a year ago, there were around 400 games inside.

"We've got a high turnover, constantly updating," Karin continues.

The admission is a very reasonable £2 for adults but when SW first opened the admission policy was different. All the games were free.

"The strategy at the time was to put EVERYTHING on free play for an all inclusive price, which was £12 for adults and £9 for children. Actually it was very good value," she asserts. "But because it was a brand new concept, providing a themepark with a funfair element and a carnival atmosphere, people wanted something a little different. We did some research and our survey said that the visitors wanted

to understand it, feel it and touch it before they committed to pay. So we said 'fine' and tested the £2 entry and then pay-as-you-go."

This has since proved to be a complete success.

"Now we're running at 85% customer satisfaction and value for money."

When you arrive you can buy a Powerpass, giving you entrance to two £3 rides, and one £2 ride.

"Most parents I think are glad to have an idea of how much this is going to cost them,' Karin explains. "They can budget to put another £20 in the machines. There's nothing worse than having a keen seven year-old let loose on six floors of video games and six rides."

And come they do. In droves. 3000 a day in low season (schools in) and 5000 a day in high season (school holidays and summertime).

"This summer we peaked up to 5800," Karin enthuses. "We did very well. At the moment, it's generally more busy in the early evenings on weekdays. And manic on Friday, Saturday and Sunday. If it's raining then people come indoors, it'll get busier towards the afternoon. If it was full of kids though, then I'd be very worried."

So to the rides – the newest one (which was so new, it didn't even premier in Japan) is *Aqua Planet*, a 3D underwater adventure ride.

This has four pods in two rooms seating four people with good hydraulics and a MASSIVE screen.

"It's interactive too," Karin continues. "You go on this underwater ride with a robotic guide who's develops a mechanical fault and almost drown in an underground tornado..."

"Most parents, I think, are glad to have an idea of how much this is going to cost them."

We tried *Aqua Planet* later, (along with *Beast In Darkness*) and it shakes you up in no uncertain fashion, take our word for it. The impression of speed and danger is really breathtaking. It's what I would imagine flying in an F-11 would be like. Albeit underwater.

Of the six rides, *Aqua Planet* is the most popular followed by *Space Mission* (the multiplayer virtual reality ride). Eight people can play it at once in three pods.

"As far as I know it's one of the only multi-player virtual reality rides that there are. Beast in Darkness goes up and down from a customer point of view and always gets panned! People say it's not scary, but it's still really popular. There's a rumour that something's lurking in there. Some of the staff don't want to work on it. A resident Trocadero spirit!" she laughs. An element of suggestion sometimes makes all the difference...

The fearless **Saturn Power** Editorial team put on their bravest faces and went for a ride. We agree it's genuinely scary. A hound of hell stalks you in your car and at points you can feel it breathing down the back of your neck. I even felt a trickle of saliva fall on my cheek. At least I hope it was saliva.

"It's all based on what goes thump in the night. A traditional walk-through coupled with a traditional ride. But I won't do it," she concedes. "I can't handle that kind of stuff. Too stressful."

There are six Saturns on the sixth floor which are permanently on free play with the latest games.

With the latest Sega rides plus dramatically themed Interactive Game Zones, Segaworld is mind-blowing value.

Regular promotions give visitors a chance to win one. And Sega are still busy promoting their machine with a new catalogue of merchandise.

Another good reason to come to Segaworld is its exclusives on new arcade titles. The latest being *Le Mans 24* (we've played it, it's wicked) which appeared six weeks before anywhere else in London.

"Before that it was *Lost World*. We got that, ten days before the actual film premier," Karin remembers.

"There's plans for a bigger *Lost World* game, featuring a large pod with special hydraulics," she explains. "And we're hoping to be first with that one too."

So, what are you waiting for? Jump on the tube to Piccadilly Circus walk down Coventry Street and prepare for an assault on your senses. Just don't forget to break open the piggy bank beforehand...

Segaworld is open 364 days a year from 10am until midnight, Sunday to Thursday and until 1am on Friday and Saturday.

Iain White

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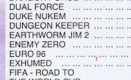

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SATURN POWER Presents

Victory Boxing

It's that time in the issue when we once again peer confused into the crystal ball of Sega gaming past and take a look at a game that might have passed you by, got overrated, underrated or just mislaid. This month we look at a beat-'em-up that received fair reviews on its release but, like *Alien Trilogy* last month, might just be worth another look at a more reasonable price.

Victory Boxing slipped out on to the Saturn, sadly, without too much of a ruffle and that's a real shame as it's actually one of the more forgotten titles for the Saturn that also happens to actually be pretty good. Released about two years ago, it was one of the first third-party releases for the Saturn and was actually quite ahead of its time. Good graphics, plenty of playability and nearly a hundred characters to choose from added up to a pretty good all-round package.

The best bit, though, was the ability to create your own boxer, train him (or her) up and work your way through the ranking to, eventually, become the champion of the world. There was a good selection of special moves available and the artificial intelligence was quite good – although you tended to win on a technical knockout (punched over three times in one round) rather than a clean knockdown most of the time.

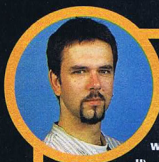
As it's the only boxing game that's been released in the UK and should appeal to fans, there's a lot here to appeal to both beat-'em-up fans and boxing ones alike.

...and if you're stuck

Tough, basically. We didn't manage to find any cheats for the game but we can tell you that there are plenty of hidden characters that pop up when you've completed the game. Also, after many hours of thinking and scratching of noggins, we've devised these fool-proof tips to playing the game.

1) Don't get punched very much.
2) Hit your opponent as frequently as possible.
3) Don't be afraid to punch them in the privates – that's bound to hurt them plenty.

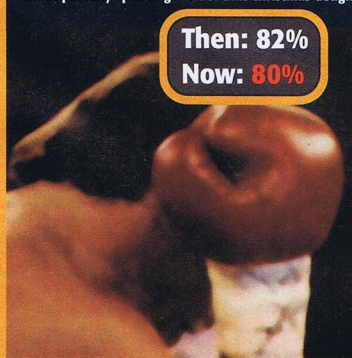
That was then, this is now...



The main problem with *Victory Boxing* was timing. It was foolishly released around the same time as *Virtua Fighter 2* and it was pretty obvious which game people were going to choose. The amount of moves was also fairly limiting (well, it was a boxing game, after all) compared with the multi combo, throw, punch/kick affair that was *Virtua Fighter 2*.

I did really enjoy playing the game though, and when we recently dug it out of a cupboard in the *Saturn Power* office, it was pleasing to find that it had aged pretty well. The graphics still looked good, the playability was solid as ever and there was certainly plenty to do before you could say you'd completed the game. As with *Alien Trilogy* last month, the bargain price you should be able to pick it up for should tempt you to think about possibly spending a bit of that Christmas dough.

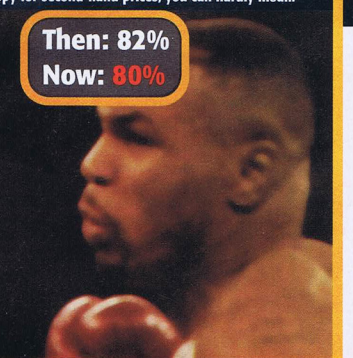
Then: 82%
Now: 80%



I really liked (and like) *Victory Boxing*. I agree with Dean that the timing of its release was ludicrous – who, after all, wants a boxing game when the hotly-tipped *VF2* is sitting fresh on the shelves – but if it's a boxing game you want, *VB* is undoubtedly the one you should buy. It doesn't have an enormous range of moves – six standard punches and a few 'specials' – but that perhaps works in its favour. Not the fastest of games, its simple blocks and punches make it an easy-to-grasp fighter. Its two-player mode, therefore, is excellent. The stamina and energy bars make one-on-one bouts tense and highly competitive.

Sadly, it's difficult finding someone who actually knows how to play the game. I, for example, played Dean at it three months ago and boy, was he shamed. *Victory Boxing* is far too easy as a one-player game, but if you're picking up a copy for second-hand prices, you can hardly moan.

Then: 82%
Now: 80%



Price check

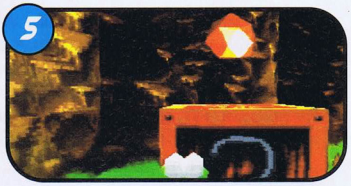
Not quite as cheap as we'd hoped for, you should still be able to pick up the game for something in the region of 20 quid if you shop around in the shops – if you live in the Westcountry, it's worth giving Games Exchange a ring, they stock loads of Saturn games and they're pretty reasonable. And nice.

Electronics Boutique – £24.99 (pre-owned)
Game – £29.99
Video Games Centre (01202) 527314 – £25 pre-owned)

Attract Mode

Croc **pops up to feel the steel of the surgeon's knife, with the whole first level coming under the microscope in this month's Attract Mode. Well, we all dissected frogs at school didn't we? There's plenty to do as you'll soon find out, including much platform capering and a good deal of scampering around searching for gems. (Of which there are five in all.) Sounds familiar eh? The game just bursts with character mixing exploring and fighting elements with free-roaming 3D platform fun. And it's here. See you later, Alligator...**

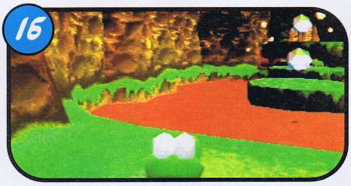
1 Here's the start. The beginning. It's where you start and begin. Oh yes. Each stage has an 'amusing' title alluding to the promise of what lies ahead.



5 Here's the second gem, conveniently located on top of a crate. Run and jump up to collect it.

9 The next gem is actually above the first box. Croc now has three and if he double-jumps on the box, there's five more crystals inside.

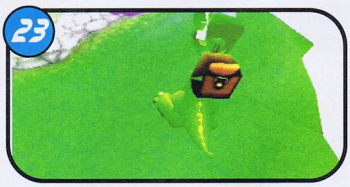
10, 11 Croc bounces on the box, gets the crystals and is now set to leap over the lava to the other side. The next box is virtually identical to the first.



15 Next it's off through one of the connecting doors, deeper into the level. This is the first of three such gateways.

16 A rather tricky bit this! A series of dissolving platforms on increasingly higher levels lead to and protect the next gem. And flames leap from the lava pool over them at the same time.

17 And there it is. The trouble is, the platform you've been standing has disappeared after a few seconds and subsequently you're left clinging on for dear life. Just press up, up on the d-pad to climb up, get the gem then jump to safety.



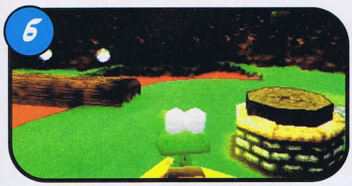
21 An experienced hand, though, shouldn't have a great deal of problems getting it. So then head back and you'll have the requisite amount to head through into the secret section.

22 When you enter it you find two bouncy jellies either side of you. Jump upon them for a few crystals on either side.

23 Although it's difficult to see here, you're actually floating across to the other part of the secret level on a balloon – shown clearly in the picture on the left. Don't rush straight for the exit, though, there's an extra life (in the form of a heart) to be found hidden around the back of one of the bushes – but be careful, it's very easy to fall off the platform to CERTAIN DEATH.

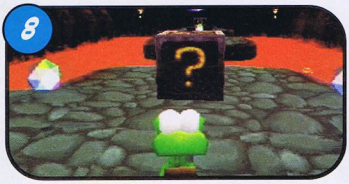
2 You start off in this nice garden. Collect the crystals, then do an 180 degree turn...

3, 4 If you look straight ahead, there in the distance lies a gem, hidden behind the small rock on the left. The bee protects a series of platforms above you're head, but they're not essential. Once the gem has been collected, simply leap on the tree-trunk and free the Gobbo trapped there.



6 Next, turn around and run back up the grass to the tree-trunk chimney thing on the right.

7 Get Croc to climb on top of it and execute his double-jump. He'll squeal 'Yazoo' and bash through the top of it, descending to the lower level.

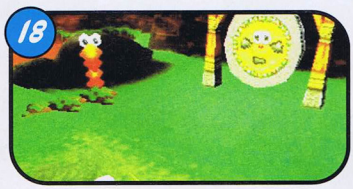


8 Here there's a river of molten lava, with floating and dissolving platforms. Croc has to collect the crystals in the box in front of him, leap across the lava and pick up the gem on the other side.

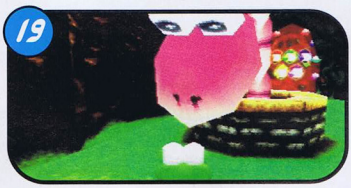
12 There's another a gem here, making the running total four. If Croc double-bounces on the box he can free one of his trapped furry friends.

13 And here is that liberating moment. The freshly free Gobbo spirals skywards smiling. Next, it's a short hop, skip and jump over the lava to the exit elevator.

14 The exit elevator is located where you came in. Croc hops aboard and hey presto, he's whisked back to the surface.



18 Walk through the connecting doors in front of you and you'll be greeted by this nice worm chappie and the end of level gong. Don't ring it yet though, you need the final gem.



19 Swing back on yourself and off to the left to find this well with the big pink snake in it. The door behind leads to a secret section (you need all five gems to open it) so when the snake disappears, jump down the chimney.

20 Croc's got to negotiate those pesky collapsing platforms again, to nab the last gem at the other side. Only this time, there's not much room to manoeuvre and it's guarded by two Honey Monster-type baddies.

24 There's another Gobbo to rescue here – essential if you want to completely finish the game. Free him from the locked cage and then...

25 ...head off to the gong. A quick tail-flick and you're off to pastures new.

26 The old 'a couple of exclamation marks for excitement' trick. That's just one level, though, there's loads more where that came from and the later ones are complete pigs... I can tell you.

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Everybody's got a favourite bond movie. *Goldfinger*, *Living Daylights*, *Dr No* and *On Her Majesty's Secret Service* rank among **Saturn Power**'s most treasured celluloid memories. And to commemorate the re-release of 007's classic moments on video, we'll be giving away all seventeen of them in our great Bond Bonanza this month.

James Bond has proved to be a bench-mark in action cinema. Synonymous with humour as dry as his Martini, his dashing presence is irresistible to every woman and invincible to every villain crossing his path. So successful is the Bond formula, that Arnie Schwarzenegger and Jamie Lee Curtis starred in an impressive 007 pastiche – *True Lies*.

The new movie *Tomorrow Never Dies* stars *Evita* and *Brazil* star Jonathan Pryce and Superman's better half Teri Hatcher, plotting evil media-magnate Pryce's warped masterplan to blow-up the world in order to secure his newspaper – the '*Tomorrow*' of the title – a stranglehold in the marketplace. It's packed full of gadgets, car chases and the familiar adrenaline soaked action we've come to know and love.

If you can't wait to enter the competition, all of the movies (including *Goldeneye*) are now on sale in normal and widescreen versions for the very reasonable price of £9.99 (or £15 for 2.) So come in from the cold, put down that exploding umbrella, take off your skis and answer the following three questions. Electronic bugging devices and hypnotic regression may render your entry inadmissible.

1) In which bond film did Telly Savalas star with Diana Rigg?
a) *For Your Eyes Only*
b) *On Her Majesty's Secret Service*
c) *Octopussy*

2) In *GoldenEye*:
a) who sang the main title and
b) which Irish duo wrote the music?

3) In which Roger Moore-era Bond film did *Alien* star Yaphet Kotto also appear?

Pop your answers on a postcard to: *007 Comp, Saturn Power, Future Publishing, Beauford Court, 30 Monmouth Street, Bath BA1 2BW.* Answers to be received no later than the 28th of January and the editors decision is final. No multiple entries are allowed and no employees of MGM or Future Publishing may apply.

Star Challenge

More high scores and best times. Seems like you Saturn owners out there never tire of shaving a tenth of a second off a *Sega Rally* or *Athlete Kings* time. And why not?

Athlete Kings

100 Dash: 7.41secs	– Jason Draper
Long Jump: 9.86m	– Jason Cain
Shot Put: 28.88m	– Anthony Weir
High Jump: 2.66m	– Jason Cain
400m Race: 40.07s	– Steve Tully
110m Hurdles: 10.87s	– Jason Draper
Discus Throw: 82.90m	– Jason Cain
Pole Vault: 6.54m	– Joules Williams-Johnson
Javelin Throw: 98.86m	– Jason Draper
1500 Race: 3.17.64s	– Jason Draper
11,982 (Arcade mode)	– Jennifer McCann

Alien Trilogy

Finished in 26 minutes
Chris Wharmby (Death), Nottingham

Baku Baku Animal

69 blocks in 1 min 15 secs	– Ben Angel
222 blocks in 2mins 28secs	– Jack Austin
191391	– Stephen Heaps
All clear in 13mins30 secs	– Stephen Heaps

Bomberman SS (Mastergame)

455,780 (photographic evidence)	– Chris Haig
1,380,000	– Tom Jennings

Christmas NiGHTS

9,999+ in the Link option	– Nathan White
486 links	– Steven Tebbutt
0'08"743 in Time Attack mode	– Reuben Holmes
1472 in Link Attack	– John Freeman
0'08"935 in Time Attack	– John Freeman

Command And Conquer

Everything to 100%, level 24 in 34 minutes
James Smale

Dark Saviour

Parallel 1 – 1hour 4 mins
Parallel 2 – 3hours 25 mins
Parallel 3 – 4hours
Parallel 4 – 4hours 38mins
Parallel 5 – 4hours 58mins
All by Chris Karrow

Daytona USA: CCE (Time Attack)

Three Seven Speedway	
0'12"46	– Matthew James
2'02"34 (eight lap total)	– Matthew James
TSS Endurance	
24'58"00	– David Cutler
National Park Speedway	
0'30"20	– Frank Parry
NPS Endurance	
30'88"00	– Ricky Wood
Dinosaur Canyon	
0'40"87	– Frank Parry
Sea-Side Street Galaxy	
1'29"60	– Frank Parry
SSG Grandprix	
9'13"48	– David Cutler
Desert City	
0'38"60	– Frank Parry
DC Grandprix	
9'04"36	– David Culter

Destruction Derby

2:09.54 in Total Destruction – Chris Haig

Die Hard Trilogy

81,187,600 on the first game	– Joe Young
65,387,750 on the second game	– John Ogilvie
72,296,012 on the third game	– John Ogilvie
All hostages saved in *Die Hard*	– Keith Owen

Diehard Arcade

Completed in 14mins 55secs.
Tim Ward

Euro '96

England v Holland 19-0
Chris Biadon

Fighters MegaMix

Survival Mode

3 mins, 22 wins	– John Freeman
7mins, 49 wins	– Derek Triplett
15mins, 110 wins with Rentahero	– Steven Icke
Play time 98 hours	– Steven Icke
4190 games	– Steven Icke
2557 games	– Ron Staples
1257 games	– Richard Caughey

One Player Course

A: 2'08"87	– Jason Knowles
B: 1'32"61	– Derek Triplett
C: 1'47"30	– Janice Hamilton
D: 2'34"83	– Christian Hill
E: 2'14"25	– Neil Thomson
F: 2'56"45	– Owen Dale
G: 3'04"68	– Neil Thomson
H: 2'12"16	– Neil Thomson
I: 2'59"36	– D Riley, Salford

Hardcore 4X4

Best laps
All by Thomas Docherty

Sun Baked Gulch: 1.15.38mins	– Joe Young
High Camber Pass	– 1.22.14mins
War Zone	– 1.27.90mins
Dunne Forest	– 1.34.58mins
Devil's Kitchen	– 1.31.80mins
Pack Ice Scramble	– 1.33.18mins

All by Thomas Docherty

Manx TT (Time Trial)

Laxey Course	**2'43"84 (overall) Gillian Barker**
	0'51"84 (best lap) Joe Young
TT Course	**3'20"12 (overall) Alan Geddes**
	1'05"28 (best lap) Sian Philips
Laxey Coast (rm)	**2'44"20 (overall) Russell Carr**
	0'51"81 (best lap) Joe Young
TT Course (rm)	**3'21"04 (overall) Alan Geddes**
	1'06"40 (best lap) Alan Geddes

Reckon you're tasty?

Search through the depths of your memory cartridge and, if you think there's anything worth showing to the general public, pop it down here, get verification from a mature citizen and send it to us.

Game .....**Score/time** .....
Game .....**Score/time** .....
Game .....**Score/time** .....
Game .....**Score/time** .....
Game .....**Score/time** .....

Name .....

Address .....
.....
.....

I can honestly say, cross my heart hope to die if I should ever tell a lie, that I have verified the scores shown above. And I am sane. Thank you.

Signature .....
Send to: *Star Challenge*, Saturn Power, *30 Monmouth Street, Bath BA1 2BW.*

Mass Destruction
298420 – Michael Noto

Need For Speed
City – 6:53.1
Coastal – 7:56.0
Vertigo Ridge – 1:35.6
Rusted Spring – 0:35.7
Alpine – 9:42.0
All by Gerrit Jan Kuipers

NiGHTS
Spring Valley: 666,960 – Nathan White
Mystic Forest: 565,420 – Nathan White
Soft Museum: 967,295 – Philip Range
Twin Seeds: 157,040 – Nathan White
Stick Canyon: 423,540 – Nathan White
Frozen Bell: 826,100 – Nathan White
Splash Garden: 563,340 – Nathan White
Links - 1:403 (Splash Garden) 1:379 (Frozen Bell) 1:370 (Soft Museum) – Nathan White
Bosses - Reala (107 secs left) Jackle (104 secs left) Wizeman (78 secs left) Claws (100 secs left) – Nathan White
Puffy (102 secs left) – John Freeman

Pandemonium
Completed with 6 hearts and 10 lives
Brian Lennon

Panzer Dragoon Zwei
Hi-score 794380
EP2:100% EP3:98.5% EP4:94.1% EP5:98.3% EP6:92.4%
Best Dragoon Rank: Sniper.
All by Dean Abbotts
Panzer Lead Tank.
Best Shoot Down Ratio - 96.4%
Simon Stubbs, Wellington, New Zealand.

Pro Pinball – The Web
1,572,557,070 – Jason and Robert Pierrepont
865,724,870 – Three balls only. Paul Skingley.

Resident Evil
2 hours 12 minutes 2 seconds (Jill)
2 hours 14 minutes 28 seconds (Chris)
Both by Iain Roberts

Sega Rally – Time Attack. (Specify your car)
Best laps. Photographic evidence required
Desert Track in Celica GT4 – 49"64
Matthew Weiner
Desert Track in Lancia Stratos – 51"43
P Bond
Forest Track in Celica GT4 – 1'09"78
Nathan White
Mountain Track in Celica GT4 – 1'06"23
Dean Abbotts
Lakeside Track in Celica GT4 – 1'07"49
Nathan White
Arcade (One lap)Celica GT4 MT – 3'16"62
Dean Abbotts
This month's tricky bend award to Ken McCue, Glasgow.

Sonic 3D
431,281 – Karl James Ullger
First stage in 30 seconds (w/gem) – Gary Pickup
All emeralds: 742,898 – Sian Phillips

Sonic Jam – Sonic The Hedgehog
Act 1: 0'25"73 – Sean Smith
Act 2: 0'17"71 – Carlos Scattini
Time Attack: 3"14 – Richard Langworthy

Sonic Jam – Sonic World
20 Rings: 0min 18secs 55
3 Red Points: 0min 20secs 52
50 Rings: 0 min 35secs 62
Richard Leyshon, Bridgend

Touch Miles: 0min 03secs 06
5 Blue Points: 0min 39secs 04
7 Secret Cards: 0min 53secs 87
3 Balloons: 0min 42secs 17
100 Rings: 1min 41secs 36
All by Adrian Batour, London

Hit 3 restart points: 0min 41secs 42
Graham Langworthy
Hit 5 restart points: 1min 15secs 04
Graham Langworthy

Collect 20 rings: 0'36"84
Hit 3 restart points: 0'47"86
Collect 50 rings: 0'50"70
Touch Miles: 0'08"34
Hit 5 restart points: 1'17"88
Find seven secret cards: 1'22"40
Burst three balloons: 1'04"28
Collect 100 rings: 2'03"98
All by Sharan Der Jain

Street Fighter Alpha 2
Survival mode as Ken: 3'01"26
Darren Howe

Tilt
Star Quest table: 16,458,989,030
Monster table: 1,509,459,670
Funfair: 1,543,987,550
Myst and Magic: 2,223,620,350
Roadking: 1,013,034,213
Gangster: 1,772,962,422
All by Neil Cook, Merseyside.

Ultimate Mortal Kombat 3
13 minutes 10 secs – Graham Alexander

Victory Boxing
50 fights, 50 wins, 49 TKO, 1 KO, rank first.
Neville Millin

Virtual On
Ranking one attack – Captain 234118
Ranking all attack – Master Sergeant 3864730
Paul Chettle

Virtua Cop 1
12,054,700 on beginner – Joe Young
736,600 on rank mode – Stuart Rose
All 3 stages - 12,002,800 – Matthew Fisher

Virtua Cop 2
42,400,900 in *Virtua Cop 1* mode – Daniel Smith

Tomb Raider
Times to complete each level.
All by A Baird except Qualopec: 7.05 – James Connolly and Caves: 3.35 – Eoin Vaughan
City Of Vilcabama: 9.05
Lost Valley: 13.53
St Francis Folly: 22.54
Colosseum: 20.51
Palace Midas: 29.10
Cistern: 20.40
Tihocan: 16.40
City Of Khamdon: 19.14
Obelisk Of Khamdon: 16.32
Sanctuary Of Scion: 25.39
Natla's Mines: 25.05
Atlantis: 31.07
Great Pyramid: 18.04

Total time: 4hrs 43 mins 7 secs
Can complete all levels except 10 and 14 without using a medikit.
James Connolly of Peabody Hill can get to the end of the Great Pyramid (at save point before boss) with 2200 magnum bullets, 4713 uzi bullets, 78 shotgun shells, 20 small medipaks, 37 large medipaks. So there!

706,104 in *Virtua Cop 2* mode (boy) – Andy Taylor
610,468 in *Virtua Cop 2* mode (girl) – Fleur Taylor
682,030 in default mode – Peter Bridekirk
Champion of Virtua City (1st) – Thomas Duke

Virtua Fighter Remix
Completed in 42 minutes – Christopher Wharmby

Virtua Fighter 2
Completed on expert mode in 1'32"
Keith Owen

World Series Baseball
Homerun Derby
best 3 – 506, 498, 496
Home runs – 20/20
Stuart Rose

Worldwide Soccer '97
128 goals – Jason Draper
47 goals in 12minutes
Chris Wharmby, Nottingham.

Wipeout
Best laps – Rapier Class
Altima VII: 01:01.3 – Alexander Graham
Karbonis V: 0:36.6 – Alexander Graham
Terramax: 0:38.2 – Alexander Graham
Korodera: 1:01.8 – Alexander Graham
Arridos: 0:57.1 – Alexander Graham
Silverstream: 0:47.3 – Alexander Graham
Firestar: 00:44.8 – Adrian O'Toole

Best laps – Venom Class
Altima VII: 1:07.1 – Clint Wilmott
Karbonis V: 0:42.0 – Adrian O'Toole
Terramax: 0:43.1 – Neil Pugh
Arridos: 1:04.0 – Adrian O'Toole
Silverstream: 0:54.2 – Clint Wilmott
Firestar: 0:52.3 – Neil Pugh

The Saturn Power Awards

'Aanndd nooooww, the end is nneeaarr and so I ffaaccee my final curtaaiinn...' God yes, we speak the truth. With only a few more Earth weeks until the end of the month, we thought that there really wouldn't be a better time than this to highlight the highs and lows of the year. Y'know, speak to a few people, get the lowdown of the year and separate the throbbing wheat from the floppy chaff... so to speak. We fought in the office, we asked our friendly neighbourhood magazines *GamesMaster* and *Edge* and we quizzed all readers when they called in for votes to make up the numbers (and, of course, to call upon their individual expertise), to eventually, came up with this... the *Saturn Power* Awards for 1997.

On this first spread, we'll concentrate on the titles for each category and allow a bit of tension to build up... a bit like the Oscars, if you like. Then, when these complete two pages worth of information has been digested, turn over the page for the results. Queue the has-been actors, glitz, paparazzi and breast implants, the awards are about to begin...

BEST SHOOT-'EM-UP NOMINATIONS

Duke Nukem 3D

Die Hard Trilogy

Quake

Soviet Strike

GAME OF THE YEAR NOMINATIONS

Sonic R

Fighters MegaMix

Resident Evil

Duke Nukem 3D

COMPANY OF THE YEAR NOMINATIONS

Sega • Electronic Arts • Virgin • Gremlin

DEVELOPER OF THE YEAR NOMINATIONS

Argonaut • Lobotomy • Capcom • Gremlin • Travellers Tales

BEST RACING GAME — NOMINATIONS

Manx TT

Wipeout 2097

Sonic R

Sega Touring Car Championship

MOST ORIGINAL GAME — NOMINATIONS

Dragon Force

Grid Run

Return Fire

Sonic R

BEST ADVENTURE GAME — NOMINATIONS

Resident Evil

Discworld 2

Torico

Shining the Holy Ark

BEST IN-GAME MUSIC — NOMINATIONS

Wipeout 2097

Resident Evil

Pandemonium

Swagman

BEST SPORTS GAME — NOMINATIONS

Worldwide Soccer '98

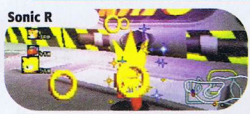
NHL Powerplay Hockey '97

Jonah Lomu Rugby

Tennis Arena

BEST IN-GAME GRAPHICS — NOMINATIONS

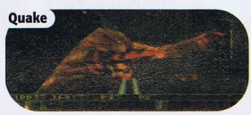
Sonic R



Wipeout 2097

Pandemonium

Quake



BEST BEAT-'EM-UP — NOMINATIONS

Fighters MegaMix

Marvel Super Heroes

Last Bronx

Mortal Kombat Trilogy

WORST GAME OF THE YEAR — NOMINATIONS

The Crow: City of Angels

Bedlam

Darius 2

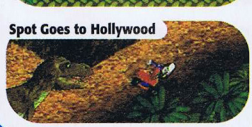
Battle Stations

BEST PLATFORM GAME — NOMINATIONS

Sonic Jam

Pandemonium

Spot Goes to Hollywood



Croc

Now turn over the page for the results and some incredibly anal analysis.

The Res

Did you peek? We certainly hope not. In the ideal world, you'd have let your eyes gaze upon the delights of two pages full of pictures of games until they were all ingrained in your memory and the excitement of it all became too much and you just had to find out who had won before you exploded. The percentages represent the number of votes cast for each game...

GAME OF THE YEAR: FIGHTERS MEGAMIX

Mixing the tactical ability of *Virtua Fighter 2* with the showmanship of *Fighting Vipers*, throwing in a whole load of *VF3* moves and more secrets and options than you could really have hoped for and you're left with one hell of a game. Best game of the year? Well, it was fairly close, but nobody in the *Saturn Power* office was unhappy with the decision.

BEST SHOOT-'EM-UP: DUKE NUKEM 3D

Not really that much of a contest here, either. *Quake* may well be the more popular game on the PC but, for a one-player game, you cannot really get any finer than the *Duke Nukem* experience. Either way, it's another large thumbs up for Lobotomy – who, you may well remember, developed both *Duke Nukem 3D* and *Quake* for the Saturn.

BEST RACING GAME: SONIC R

No real surprises in the lack of votes for both *Manx TT* and *Sega Touring Car Championship* but, to be honest, we were surprised that Wipeout 2097 got as many as it did – *Sonic R* clearly being a far better game. Hats off, though, to Sonic Team and (especially) Travellers Tales for proving once again that if you want the best games, you really should stick with ol' Blighty.

BEST ADVENTURE GAME: RESIDENT EVIL

The Saturn has always been regarded as a fine machine for the more cerebrally-challenging affairs known as (deep breath)... the 'roleplayingarcadeadventurestyleofgame'. Despite *Resident Evil* turning up a little later to the party, it was wearing a newer and far more fashionable frock than when it, um, went to the PlayStation bash. An excellent game indeed.

COMPANY OF THE YEAR: SEGA

While the third party software support may be drying up slightly, there was still some corkers released this year but, more due to the fact of quantity rather than anything else, Sega's software support for their machine remains as strong as ever; with one of the best Christmas line-ups we've ever seen. A runaway victory.

DEVELOPER OF THE YEAR: LOBOTOMY

It just had to be, didn't it? Although Capcom came out a respectable second with their conversions of *Street Fighter Collection* and *Marvel Super Heroes*, it was the superb work of Lobotomy with *Duke Nukem 3D* and *Quake* that surpassed almost everything else in sight. All that and *Death Tank*, too. 'More Lobotomy games!' is the new battlecry.

BEST SPORTS GAME: WORLDWIDE SOCCER '98

As an update, it's arguably an achievement of style over content but, as a game on its own merits, it's a superb football game and quite possibly the only sports simulation that you should seriously think about buying for the Saturn. The added inclusion of club teams and the odd tweak to the artificial intelligence is the delicious icing on the top of the creamy cake.

ults

BEST BEAT-'EM-UP: FIGHTERS MEGAMIX

As it was voted the best Saturn release of 1997, it only seems reasonable to assume that it'd be the best beat-'em-up of the year also. Maybe also unsurprising is the fact that everyone who voted said that *MegaMix* easily beat the opposition... which is something that we already knew. And if anyone had even thought about voting for *Last Bronx*, we'd have smashed 'em.

Fighters MegaMix 100%

BEST PLATFORM GAME: SONIC JAM

Sega's pleasant mix of the four Mega Drive Sonic games, coupled with the startlingly original Sonicworld area (remember all the booths containing galleries, movie clips, history, etc.?) made *Sonic Jam* one of the surprise releases and hits of the year. The only dark cloud hanging over it is why didn't Sega do it a couple of years earlier?

Sonic Jam 67%

Pandemonium 17%

MOST ORIGINAL GAME: DRAGON FORCE

How do you class an original game? A tricky one this, but we thought the tag elements of *Grid Run*, the map/flag variations of *Return Fire*, the battle modes of *Dragon Force* and the racing/platforming elements of *Sonic R* made them the perfect four for the list. At the end of the day, though, the huge and variable battles of *Dragon Force* just came through.

Dragon Force 39%

Grid Run 28%

Return Fire 22%

BEST IN-GAME MUSIC: SWAGMAN

We like our in-game music here at *Saturn Power* and, while most of the efforts we've heard tend to be painfully embarrassing, an odd gem does tend to occasionally shine through from the rough. Again, it was a close one, but our esteemed panel felt that the Elfman-influenced soundtrack created for *Swagman* was perfect for the game.

Swagman 44%

Resident Evil 26%

Pandemonium 17%

Wipeout 2097: 13%

BEST IN-GAME GRAPHICS: SONIC R

Beauty, as is commonly thought, is in the eye of the beholder but from a reviewers point of view, there's certain common elements that make a game a joy to behold. Colourful and detailed graphics coupled with fast and smooth scrolling always scores highly with us and, to be frank, *Sonic R* is the best example of that that we've seen for many months.

Sonic R 43%

Pandemonium 26%

Wipeout 2097 24%

WORST GAME: THE CROW: CITY OF ANGELS

The last category and this was, because we're basically nasty people, the most enjoyable one to do. Every one of the four games in this group was so shite that you'd need a pooper-scooper to pick it up but there was always going to be one that looked a bit more authentic... smelt that little bit more. That turd was *The Crow: City of Angels*.

The Crow: City of Angels 32%

Bedlam 22%

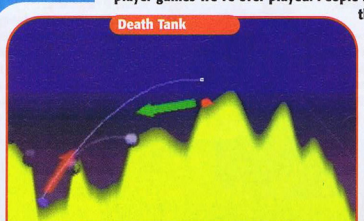
Battle Stations 28%

Darius 2 8%

THE SATURN POWER AWARD FOR SHEER EXCELLENCE: DEATH TANK

Tucked away in the depths of *Duke Nukem 3D* is one of the most addictive multiplayer games we've ever played. People may have sneered at the graphics as they walked past our office but the simple fact is that the gameplay and addictiveness surpasses most of the full-price titles we've played. And you get it for free! Gratis! Nowt! Ziltch! Baps! Cheese! Brilliant!

Death Tank



Review of the Year

So we've dealt out the awards and the people responsible are now crowing with lusty pride over their winnings (apart from Acclaim, obviously. They're probably feeling a bit poorly but it is their fault rather, isn't it?). So, to finish off this little feature-ette, we thought we'd remind you of the happy highs and lumpy lows of the past 12 months.

SEGA POWER ISSUE: JANUARY 1997 (NUMBER 88)

Quite frankly, this is one of the best covers we've ever done and, coupled with a coverline of startling wit and originality, this could be one of the finest computer magazine covers ever. Yes damn you, it's that good.

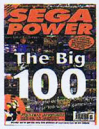
In controversial corner this month was our review of *Doom*, converted by Rage. As a conversion it was bordering on awful. Rage took a huge knock in their already fragile reputation and we thought it was the end of the world. But we gave it 85% Why? Because although the game was inexcusably jerky, the gameplay still managed to shine through very nicely and that, really, is all that matters and a fact that other magazines failed to notice.

SEGA POWER ISSUE: FEB 1997 (NUMBER 89)

Heeey, Bruce Willis on the cover. Looking hard and smoking a fag. And everything. Notable for being James Ashton's last issue and, strangely enough, we do actually miss him very much – even though he's only moved across the office – such were the strong bonds of friendship that were formed in what was, relatively, a small amount of time.

The issue? Oh fine. More tips than you probably deserved, sparkling (and enormous) features on *Die Hard Arcade*, Game of the Year *Fighters MegaMix* and a look at what was expected for the forthcoming 12 months for the Saturn.

SEGA POWER ISSUE: MARCH 1997 (NUMBER 90)



We took a couple of weeks of deliberation and cogitation and came up with the definitive buyers advice for the best 100 Saturn games of all time... in the right order. Sure, there was a few arguments from you lot but the lack of any real venom led us to believe that we were actually pretty close to what you lot thought – we printed your top 50 a few months later and found it remarkably similar. Other highlights of that particular issue included an exclusive review on *Fighters MegaMix* (scoring a highly respectable 95%) and the first pictures of *Resident Evil* and *Independence Day* – and what a game that turned out to be.

SEGA POWER ISSUE: APRIL 1997 (NUMBER 91)

The last ever issue (after over seven and a half years!) of *Sega Power* and, if we do say so ourselves, it wasn't a bad note to finish on (certainly more of a clear 'C' instead of an 'A flat'). Exclusives included a first review of *Swagman* and a sneaky peak at a game that was never destined to happen (you'd understand why if you saw the version of it that we did), *Reloaded*.

Despite a team of only two people – James Price joined near the end – and increasing thoughts about the wonderful beast that was about to become *Saturn Power*, we still managed to also bring you the first news on *Quake*, *Mortal Kombat 4* and *Alien Resurrection*. Not bad.

SATURN POWER ISSUE: JUNE 1997 (NUMBER 1)

The miraculous, almost Doctor Who-like transformation of *Sega Power* into the beautiful butterfly that is now *Saturn Power*. Keeping all the humour and nice bits intact, we went onto the shelves with a magazine that we were finally 100% happy with. There was a nice demo CD containing loads of Core games and loads of exclusive nonsense on *Pandemonium*, *Fighting Force*, *Sonic Jam* and an interview with the doomed Andy Mee, who came up with the classic quote: "As regards the launch, if the Saturn 2 is anything like the Saturn launch and I'm still marketing director, I'd deserve to be shot!" That shouldn't be a problem for you now, Andy.

SATURN POWER ISSUE: JULY 1997 (NUMBER 2)

Well, it was a slow month for games and *Shining the Holy Ark* DID have some lovely artwork. The CD was good enough... *Reloaded* (ahem), *Actua Soccer* and *Hardcore 4x4* and we did manage to bring you the very first pictures of *Wipeout 2097* on the Saturn – which narked our opposition off no end.

Other fruity snippets included an exclusive feature on *MK Trilogy* (which has only just surfaced), a look behind the scenes at the *Wipeout 2097* team and a squiffy look at the wonderful world of Japanese culture. Oh, and we reviewed *The Crow: City of Angels*.

SATURN POWER ISSUE: AUGUST 1997 (NUMBER 3)

Block-Rocking Beats? Despite the pathetic whining of Mr Bedwetter and his humourless clones, we only had a couple of negative letters about it – compared to plenty times that amount praising it. We gave it a go and like all experiments, you can't please all the people all the time and, despite what they might think, we did have a demo lined up for that issue, we just thought that'd be more interesting... especially with a tips book bundled in, too. Okay, hackles down. The issue itself was a blinder. Everything you'd ever want to know (and more, probably) about *Resident Evil*, *Wipeout 2097*, *Quake*, *Croc*, *Silhouette Mirage* and *Warcraft 2*.

SATURN POWER ISSUE: SEPTEMBER 1997 (NUMBER 4)

If we were a large cat (or a car), you could say that the lion goes from strength to strength... one of the best yet. An exclusive feature on the game we all had such high hopes for, *Sega Touring Car Championship* and tons of information on *Sonic R* and *Sonic Jam*. The first pictures and info on *Dead or Alive*, a lovely *Wipeout 2097* review and a 'clever' feature... what's best: Graphics or Gameplay? Sadly, gameplay lost.

We came up tops with our news section again, with some tasty shots of *Quake* (now with monsters) and an impressive E3 feature with everything to be released on the Saturn for the next six months and more featured.

SATURN POWER ISSUE: OCTOBER 1997 (NUMBER 5)

We finally got the *Wipeout 2097* demo that we'd been working towards for months (again, much to the irritation of our rival – they could just manage a grainy video demo) and printed a picture of a large cartoon crocodile on the cover.

Top exclusives included the first shots of Ocean's *UEFA Soccer*, a nicely large *Marvel Super Heroes* feature, your chance to prove us wrong with your top 50 chart – and you were actually along the same tracks as us... hey, we're all experts. Top reviews included *Resident Evil*, *Last Bronx* and *Discworld 2* and we brought you an exclusive look at what we can expect from EA over the next few months.

SATURN POWER ISSUE: NOVEMBER 1997 (NUMBER 6)

Putting Sonic on the cover was never going to be a bad idea and coupled with the exclusive information on *Burning Rangers*, a feature on a Japanese game we were mightily impressed with, *Bulk Slash* and a massive feature on every announced Sega game planned for release from October to April.

Apart from the bloody awful *Frankenstein*, we did manage to have a couple of beauties this month... in the shapely forms of *Marvel Super Heroes* and *Duke Nukem 3D*. Oh, and there was something on *Silhouette Mirage* which, in the opinion of this humble expert, was looking like turning into another pile of average Treasure-developed toss.

SATURN POWER ISSUE: DECEMBER 1997 (NUMBER 7)

This month will become known from now on as the time that we had *Death Tank*. After many extended lunchtimes and late nights of frantic battle, the game has now been laid to rest (a 'break', if you will) but it won't be long before it resurfaces...

Flicking through the silky pages we find hidden treasures like even more information on *Burning Rangers*, *House of the Dead*, *The Lost World*, *Enemy Zero* and *Tennis Arena*. The game of the month was *Worldwide Soccer '98* and, while it would be fair to say that there wasn't a huge amount of amazing software around, we were still able to bring you some excellent features.

SATURN POWER ISSUE: CHRISTMAS 1997 (NUMBER 8)

Bloody lovely. Believe it or not, but we managed exclusives on *Quake*, *Sega Touring Car*, *Enemy Zero*, *MK Trilogy*, *Formula Karts*, *The Lost World*, *Tennis Arena* (all reviewed) and a first peak at *FIFA: Road to World Cup* and *Rampage World Tour*.

We hounded WARP's infamous Kenji Eno and he eventually resorted to giving us a very rare interview and this issue, being the Christmas one, also included a bumper feature including games, quizzes, fun and top buying information for that Christmas cash. That was the year of the *Power* magazines, thanks for reading.

The Judge

An *LA Law*-style episode of The Judge this month as the prosecution wanders aimlessly in front of the witness box, pointing out a more positive side of Saturn ownership. Normal service will be resumed next month.

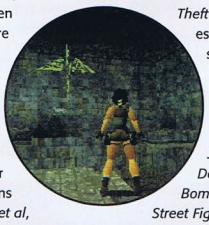
The prosecution proposes that: *less Saturn games = less crap games*

After two years in the UK console marketplace, the Saturn finds itself starved of thirdparty development. In Japan, the garden of Sega still boasts a pleasantly fragrant variety of colourful blooms – most, naturally, 'unsuitable' to be picked for UK consumption – but the state of affairs in the West in significantly different. But, at very least, we don't have to suffer shovelware

Take a glance at the shelves in your local software store. Ignore, for the moment, the somewhat Spartan array of N64 titles. The merits of a select few aside, these are overpriced and arguably substandard efforts, given the hyping of the hardware as being twice as powerful as its console competitors. For the moment, cast a beady eye over the near acres of PlayStation and PC titles.

The numbers are large, the content of the majority low. For the term 'shovelware' is, as it sounds, a derogatory term for the description of titles low in content; games with short gestation periods that are born *sans* gameplay, *sans* originality, *sans* polish; unimaginative, piss-poor, sordid derivative wallet-coveting opportunistic whores.

But herein lies the irony: a certain number of these actually replace would-be Saturn releases. For the majority of 1997, the Saturn has claimed between six and ten percent of the total amount of software sold for consoles, on a weekly basis. Many companies have decided this insufficient for their purposes, dedicating their resources elsewhere. The result? At *least* six times out of ten, yet another shit PlayStation or PC release. As a Saturn owner, an admirer of Sega's superlative arcade conversions and the efforts of Capcom, GameArts *et al*, this is hard to stomach. But this is, after all, real life; success in the marketplace will always rank above (rather elitist) ideals such as creativity over profit, the satisfaction of a comparative minority group of users satisfied… to expect otherwise would be naive.



But even so, in this profitarian world of ours, Saturn owners can still get their hands on Sega releases of remarkable quality. That, above all else, is beyond doubt. Sony are still building their internal development facilities and are years off rivalling, yet alone beating, the titles Sega can boast. But the Saturn's select, exclusive and, let's face it, perfectly acceptable niche in the console world is eclipsed by the money behind the PlayStation. Thus, despite the reasonable return Eidos could expect from a worldwide *Tomb Raider 2* Saturn release, it won't happen – an exclusivity deal has put paid to any chance of that. Do the sheets of the double bed in the PlayStation household ever cool while Sony are entertaining? We should be told…

In being less successful, the Saturn loses developers. In parting company with developers, it loses software… the majority of which would have have been of little merit. But *Tomb Raider 2*, *V-Rally* and *Grand Theft Auto are*, without doubt, significant losses to the Saturn portfolio. However, by the same coin, PlayStation owners would no-doubt covet the likes of *Sonic R*, *Steep Slope Sliders*, *Sega Rally*, Lobotomy's *Duke Nukem*, *Fighters MegaMix*, *Quake*, *Dragon Force*, *Grandia*, *Sonic Jam*, *Burning Rangers*, *Winter Heat*, *Dead or Alive*, *House of the Dead*, *Bomberman SS*, *Marvel Super Heroes Vs Street Fighter*, *Sonic Jam*, *VF2*, *Virtua Fighter 3*, *Enemy Zero*, *Panzer Dragoon Saga*…

The Judge's Conclusion...

Every videogame platform has its fair share of poor games, just like TV channels have a number of awful programmes in their schedules. But the argument that the Saturn has less due to disinterested third parties is… utterly… completely… true. Sega tend to only licence and release the better Saturn titles, simply because they'd be shooting themselves in the pants if they were to do anything different. Less shovelware. Hurrah!

Verdict: Jellied eels and mash all round!

1

2

***1 Steep Slope Sliders* is ten million, billion, trillion times better than *Cool Boarders 2*. It's official. *2* If you want a 2D game, the Saturn is your machine. We'd like to see the PSX manage *Street Fighter 3*…**

Mail Bonding

Dear Saturn Power

Imagine you worked on a farm. Maybe this farm is owned by your parents or maybe you just work on it for the 'fun of it'. Now, imagine that you take a particular fancy to one goat (purely platonic, mind). You spend many months frolicking with this beast and a real bond is established.

Now one day you wake up to find that someone or something's GOT your goat. There's only one thing to do, write to... Mail Bonding, *Saturn Power*, *Future Publishing*, 30 Monmouth Street, Bath BA1 2BW.

A good idea

I feel that generally people fail to appreciate the history of Sega, preferring to concentrate more on their pathetic PlayStations. Sega need to do something and something fast in order to get the better of their rivals.

There is one way Sega can use their established history to generate much profit and gain the satisfaction of the paying customers. Sega have obviously made hundreds of games in the past spread across many systems. So what, you're thinking. Well, why don't they release compilation CDs. I know they've tried with three game efforts such as *Sega Ages*. But £40 for three ancient games is pushing it a little. Why don't they use the emulator used for *Sonic Jam* and simply dump around 100 Mega Drive games on to one CD and sell it for £20? That's only 20p a game! All the instructions could be put on as well.

They could also make a Master System one as well, putting every game on the CD. It seems silly that Sega are avoiding such an obvious sales pitch. People are still paying £20+ for MD games today.

Steven Holt, Lancashire

In theory I think it's an excellent idea. We've all got arcade and Mega Drive emulation programs knocking around on our computers at work and the actual memory taken up by the games is so minimal that it wouldn't be any problem to compile them all on one CD.

To be fair to Sega, I'm sure it's a matter that they've thought about on numerous occasions but must have put aside for some legal or time-related reason.

Hair to the thrown

Sega have been accused of many things lately, but prejudice against the follicley-challenged they are not.

In **Saturn Power** number seven you had a review of *Worldwide Soccer '98* in which you mention the introduction of players with

Down on the farm

I read in issue six about your magazine being on *Emmerdale Farm* and on my sister's video (Which he's kindly sent us – Dean) there is that very episode. (It's my sister's, not mine!). Hope you enjoy it.

Neal Womack, West Yorkshire

PS If there is a game up for grabs, could it possibly be any of these please: *NHL Powerplay Hockey*, *Sim City 2000* or *Athlete Kings*.

We had more than a few replies to our request for video evidence of Sega Power's appearance in Emmerdale Farm (and, strangely enough, all the videos came with letters saying that it wasn't them that recorded it, honest, it was their mother/sister/granny. Paul's was the first to hit our waiting desks, though, so he gets the game. In the words of another, good work, fella.

If, by any chance, you spot Saturn Power on a different program, be sure to let us know.

Answer Me...

Bumper bumph

1) Why not do one last bumper edition demo CD with playable demos of *Croc*, *Sonic R*, *Fighting Force*, *Sega Touring Car Championship*, *Enemy Zero*, *Resident Evil*, *Grandia*, *Sonic Jam* and *Duke Nukem 3D*? Please try to arrange this.
2) When's Core's *Ninja* coming out?
3) When are *Z*, *Barb Wire*, *Resident Evil 2*, *Lunatik* and *Chill* coming out?
4) Are we going to get a conversion of *F1 '97*?
5) Will there be a *Worms 2* on the Saturn?
6) Why can't Lobotomy do a conversion of *Tomb Raider 2*?
7) Will there be a *Men in Black* game?
8) How about *Dark Savior 2*?
9) What about some new choices of games with your subscriptions?
10) Are Sega going to do the Duke Nukem action figure with a demo of the first level over here in the UK?
James Nicholson, Essex

1) Well, we would but due to the simple fact that Sega Europe wouldn't know their arse from their elbow concerning the matter of demo CDs, the support from that department is very minimal. Considering the amount that the *Official PlayStation Magazine* sells (over 200 thousand a month) and some of that must be due to the CD, you'd think Sega would have got their act together long before now. Sadly not. So we wait. Patiently.
2) I hope by now that you've had a chance to read the news story we printed in last month's issue. If you haven't, then the sad news is that Core are no longer producing *Ninja* for the Saturn.
3) The only game out of that list I know any firm details on is *Barb Wire*. According to GT Interactive, they're releasing it sometime in next year but we have no firm date on that.
4) Probably not and pah! Who wants it anyway.
5) See the answer to question four.
6) They could, but I don't think Sony would let them. To end all the *Tomb Raider 2* questions once and for all, Sony have signed an exclusivity deal for five years that prevents anyone else releasing a *Tomb Raider* game... they're gits like that.
7) Possible, actually. Gremlin have signed up the licence for the game and it's actually shaping up quite nicely. At the moment the game's only coming out on PC and PlayStation, but they did tell me that it might possibly come across to the Saturn, too.
8) Another good idea, but there's nothing in the pipeline – for the Saturn, anyway.
9) Even better, we've brought back the 33% off deal. That way you can choose whatever game you want from the money you'll save. Not bad, eh?
10) Sadly... no.

Saturn Power in addictive shocker!

I've been reading your mag ever since issue four and I think it's ace and really addictive. Hope you can answer some of my questions.
1) Is there a glimpse of hope that *F1 '97*, *F1* or *Tomb Raider 2* might come out on the Saturn? If not, why? If so, when?
2) Does the steering wheel and pedals make it easier to steer a car?
3) Do the cars on *NASCAR '98* actually get ruined?

shaved bonces, but I know of two players (at least) who featured in *Worldwide Soccer '97* (England forward Gale number 14 and Russia's mid-fielder, Ivanov number six) who also had shiny pates.

Both excellent players to have in your squad, Gale having the complete tu'penny all off, whilst Ivanov has a more Mick Fleetwood (*Drummer from Fleetwood Mac – Dean*) hair style. I wonder if other readers have noticed chrome domes hidden away in *Worldwide Soccer '97*. I don't mean to split hairs but I thought I would like to put you straight on this matter.
Ian Charlesworth, Gwent

Thanks Iain and thanks also for one of the more original and interesting letters we've had this month. Hair (or the lack of it) isn't something we've looked into in any great depth but perhaps you could've started something here. Hmm...

Saturn verses PC

Consider PC technology, in particular 3D cards. If you buy a top-of-the-range PC now, in a few months there will be something better. Sega's proposed 'Black Belt' console will use the Power VR chipset and will be released at about Christmas '98. By this time, however, the technology will be years out of date. Will Sega use the very latest Power VR chips when they come out or will they use those out now?

I own both a Saturn and a decent PC, I bought the Saturn because it was the system with the most anime-related titles on it and the PC because of all the *C&C* and *Quake*-type games out now on it and that will be released over the coming year. (*Dark Reign*, *Total Annihilation*, *7th Legion*, *C&C Tiberium Sun*, *Quake 2*, *Hexen 2*, *Daikatana*, *Half Life*, *Jedi Knight*, *Duke Nukem Forever* and so on) Something that is curious to me is the lack of friction between the PC and the Saturn, as opposed to the Saturn and the PlayStation. As with the PlayStation, each system is good at some things, which the other isn't so good at. Do you have any idea why there is this lack of rivalry?
Paul Smith, Worcester

Dear SEGA

Back 'online' again after a period of a month's absence (it was all down to the delay between one person leaving Sega and another one starting, but you don't really need to know that, do you?) we have the letters section that's very dear to our hearts (hey, and yours), Dear Sega.

1) Are there any more Titan arcade games planned?
No, it's nothing to do with technical issues. Unfortunately it appears that a lot of money has changed hands to keep *Tomb Raider 2* away from certain hardware platforms.
2) After *Touring Car*, what are the mighty CS Team planning to do. *Scud Race* or *Top Skater* perhaps?
The CS teams are hard at work, but so far there have been no public announcements about what they're working on.
3) What on earth are AM1 and AM Annex doing?
The AM divisions have been and will continue to be primarily arcade divisions so they are working on arcade games. Only AM2 have a team that concentrates on Saturn conversions.
4) What do Sega hope to do about *Tomb Raider 2*? Will they ask Core if they can do it? It's just a matter of someone being bothered to program it.
5) When will *Burning Rangers* be released in Europe and is there be many differences from the Japanese version to the European one?
Should be out around Easter. Yes, the European version will be significantly different due to the speech. The voice navigation system is an essential part of the game so the Japanese version will be almost impossible for non-Japanese to understand.
6) Do you think that there will be any more Sonic games on the Saturn?
Possibly, wait and see.

That's a good point about the 3D board, Paul and one that definitely needs answering for people like yourself who might not know the way these things work. The board they'll use is almost certainly the one that's being used now (albeit a more advanced version of it – that's bound to start appearing in PCs in a few months time). The icing on this particular cake, though, will come in the form of the extra graphical effects chips that will come with the machine and it'll be these that make all the difference and you certainly won't find anything that advanced in a PC.

To answer your other question, there is a small amount of rivalry between PC and consoles – PC Gamer, for one, recently did a feature on why PCs were better than consoles as games machines. They quickly skirted over the fact that to get a decent PC to play any of the better games you need to fork out well over a grand, but we'll forgive them for that.

We're a nice magazine!

I'm willing to subscribe to your magazine called '**Sega Power**' at least for one year. Please send me your subscription forms and one sample copy of your magazine through mail, if possible. I have found your magazine very useful and interesting, so I hope that you send me for example one of your publications. In my opinion you are one of the greatest publication company in the world. Thank you in advance and wishing you success. I'm looking forward to hearing from you at your earliest cinvenience (sic).
Attention: I am waiting for your nice magazine!
Amir Hossain Noshadjamal, Iran

Believe it or not, we get letters like this all the time.

Brainwashed

We have had enough with the PlayStation. They think they have all the best games (ie, *Tekken 2*, *Formula 1*

4) If I've got *Sega Rally* is it worth me getting *Sega Touring Car*?
5) What's the best and the worst here: *NASCAR '98*, *Sega Touring Car* and *Formula Karts*?
6) Is *Destruction Derby 2* coming out on the Saturn? If so, when? If not, why?
7) Is *NASCAR '98* better than *Destruction Derby 2*?
8) How much will *NASCAR '98* cost?
9) When did the Saturn come out?
Ben Lane, Dorset

1) Nay, nay and thrice nay.
2) It can do, but our experience shows that they work on certain games better than others. *Daytona*, for example, is useless with it but *Sega Rally* is quite fun, though.
3) Yep. Next...
4) Not really. But you might want to take a look at *Sonic R*.
5) *Formula Karts* is certainly the worst but I don't know which one's the best until we've had a really good look at *NASCAR*.
6) Doubtful now. Why not? Just *because*, that's why.
7) Again, we haven't had a good enough look at the game to be able to tell, but to be honest, I'd be surprised if it was.
8) Oh, for God's sake. Um, about 40 quid?
9) You're getting silly now, aren't you? The machine, if you really need to know was released in December 1994 in Japan and the following July in Europe.

Hooked on classics

The 30th of July was a great day for me because I purchased a Saturn. Since I started reading your mag from issue four (*Another one? – Dean*) I was hooked. So please could you answer my questions?
1) Is it true that *Resident Evil 2* is in development on the Saturn?
2) Will I need a memory card for *Resident Evil* or is the internal memory enough?
3) Is *Tomb Raider* worth getting if *TR2* isn't coming to Saturn?
4) What happened to the proposed keyboard for the Saturn?
5) What is a Photo CD and how much does it cost?
6) Do you think that the next Sega machine is worth getting?
7) And finally... why do people argue about which of the next generation consoles is best?
Lee Martin, Worksop

1) That was certainly the truth about six months ago – or it was definitely what we were led to believe. We haven't heard any news recently, so... well... who knows?
2) No, not unless it's getting full.
3) Definitely, it's still one of the best games on the Saturn (position number four in our Top 100) and that's especially interesting as you should be able to get it a bit cheaper nowadays.
4) It was released in Japan, along with the printer and word processing package. There's absolutely no chance of a release over here.
5) It's an adaptor for the Saturn that allows you to display photographs that have been burned onto a CD by a developers – that costs about £10. You can then manipulate the picture to your heart's content and zoom in and out (*Bladerunner* stylee) of any section of it. It cost about 20 quid on its release but try talking to Sega on (0181) 995 3399 for more information.
6) Far too early to tell. Remember, the machine isn't due out for at least another year (and that's in Japan). There's plenty of life left in the Saturn and while we'll continue to cover stories and rumours concerning the next machine, it's well worth remembering that.
7) They've got to argue about something, I suppose. Stops them arguing about politics or how pathetically small their willies are.

Snippets

Sega Saturn Magazine, slag off Saturn Power again and you'll have us to deal with.
Shaun and Stephen Vos, Canvey Island

Who's got the biggest arse out of all the team? Me and my friends have got a bet on this one.
James Bolton, Hampshire

Tell James not to worry about cutting his hair, I think it suits him like that and I should know, my mum's a hairdresser.
Debbie Herridge, Lancashire

I know you're a Saturn mag, but could you please give me a cheat for *Lion King* on the Master System?
David Bradley, Belfast

'97) but that's nothing compared to the Saturn's (ie, *Fighters MegaMix*, *Sega Rally*). Now they think their graphics are good, look at the Saturn's *Quake*. It's superb. We doubt it'll ever come to you, Sony. And after all, the Saturn's even cheaper.

Our conclusion is Sony are brainwashing everyone to give them the lead in the video gaming market. There's only one thing we agree with Sony, 'The PlayStation seriously damages your health'.

Remember... Sega rules.

Shaun and Stephen Vos, Canvey Island

Another interesting thought, chaps. Are Sony brainwashing the poor souls that have bought their machine? Do Sega lack the scientific knowledge to be able to corrupt the minds of our innocent youth? It tends to bring up all manner of images of mad scientists, rats in cages and young boys with elaborate metal devices strapped to their heads. I think the nation deserve to be told the truth.

Legal highs

I'm getting fed up with all these prats who go on about their mates bragging about the PlayStation being better than the Saturn. I really hope you will print this letter so that they can show it to their sad little friends and blow a big raspberry at them while watching their faces give a shameful expression.

CPU
Saturn: 2x28.4 Mhz running at 25 MIPS.
PSX: 1x35 Mhz running at 30 MIPS.

The memory is almost the same except for the Saturn's video RAM is 12 Megabit to the PlayStation's 8 Mbits and the Saturn has 256K of back-up RAM. You have to buy RAM carts for the PlayStation due to the lack of internal memory.

Screen resolution
Saturn: 320x224
PSX: 256x224

Sound
Saturn: PCM & FM, 32 channels and 16-bit sampling.
PSX: ADPCM (EH!!), 24 channels.

So, correct me if I'm wrong, but I think that the Saturn has come out on top of this little list. Also, don't forget about the Saturn's superior 2D capabilities and the fact that it has a decent 3D analogue controller and not some pathetic effort that's supposed to 'vibrate'.

Please excuse me while I go and have a cigarette and a cup of coffee while I gloat over how much better the Saturn is than the crappy PlayStation. Even though this is just a small list (don't forget, the Saturn can also scroll five screens in any direction you care to mention, at the same time) please print it and display for all to see (especially jealous PlayStation owners).
The Ace Man, West Bromwich

Hope you enjoyed your cigarette and coffee 'Ace', be careful, mind, cigarettes tend to be bad for your health and drinking too much of that there coffee can make you a bit hyper and over-excited.

Cop killer

Hi (*Hello – Dean*), congratulations on a excellent Saturn mag. Here are my questions for you.
1) Will there be a *Virtua Cop 3*?
2) Will *Rampage* be converted onto the Saturn?
3) Is *Croc* worth getting?
4) Will there be a *Pandemonium 2*?
PS The music CD was FAB.
Toby Searle, Kent

1) It would be nice to think so. Imagine those criminals bouncing off your bullets in wonderful Model 3 technology. Hmm, that'd be nice...
2) Yes, certainly and whaddya know, a review of the very game (*Rampage World Tour*, if that's the one you mean) is in this issue.
3) Depends, really. The graphics are rather lovely and it all moves nicely enough, but the levels are far too short and samey. I'd read the review if I were you.
4) There is one knocking about but it would appear that it's not going to be converted across to the Saturn. Sadly.
PS Thank you, we thought it was quite FAB, too.

Heard it all Before

Now you have the ability to put your mind into a favourable gear before writing to us or wasting our oh so valuable time on the phone. Scanning quickly through this list of the most common questions we get asked constantly should eliminate a lot of the duplication we unfortunately receive... okay?

Can I have a cheat for...

No. Bit of a phone one, this. Writing in will obviously help you loads as we promise to answer as many questions in the magazine as space and our brain will allow, but we refuse to answer any questions over the phone that start with 'I need some help with *Tomb Raider*'. Ever.

What's best: PlayStation or Saturn?

Neither. Both have an excellent range of software available for them and both are owned by hundreds of thousands of people. Now we'll have no more said about it, eh?

I tried to get your cheat for *Mutant Headrush/Pantflip and the Dishwasher Trilogy/Whatever* to work and it doesn't.

It does. All our cheats are checked to make sure they work before we'd even dream of printing them. If you can't get one to work it's because you have sausages for fingers and creamy old mashed potatoes for brains.

When's Saturn 2 coming out?

Development work appears to have started on the next system so, realistically, we can expect a Japanese release date of winter '98.

Will they release *Virtua Fighter* on the Mega Drive like they did *Virtua Racing*?

No. You've got *VF2*, what more do you want? And we've stopped taking letters and phone calls about Mega Drive stuff because there isn't any.

I've got 'insert game of your choice here' and you said it was rubbish. I think it's good...

Arguing about review scores (unless we clearly have missed some important expect of the gameplay, but that's highly unlikely) is pointless. We all have different tastes and reviews are just there for a guide.

Is my Mega Drive really dead?

Yes, and we finished all that guff off in the last issue of *Sega Power*. Sorry, and all that.

My friend says I'm a spaz because I own a Saturn...

No, your friend is a spaz and probably a jealous one at that. He was almost-certainly picked on for years ago because he had a Spectrum when all his trendier friends had a Mega Drive and he tried to convince them that it still had a pulse. Now he's decided to take it out on you. Please ignore him.

POWER TIPS

Solutions are the order of the day this month, with the first part of an exhaustive guide to *Duke Nukem 3D* – *Saturn Power*'s favourite shoot-'em-up of the year by a long way – and the beginnings of a complete solution for *Enemy Zero*. There's also a more-than-adequate selection of tips and cheats, from reader requests to just-released codes. Fun fun fun!

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Christmas is nearly upon us and frankly, with all that shopping and Egg Nog drinking and stuff, you simply haven't got the kind of quality time to devote to your games – certainly not the amount required to finish them. Solution? Cheat your arse off with this month's latest crop of Power Tips.

Cheats and Hints

UK

Duke Nukem 3D

Beat the first boss

Their is a very easy way to defeat the first episode boss. Inside the room the boss is in, there are two trip-wires. One closes the door, the other will alert the boss of your presence and bring him to you. When you walk in turn around so Duke is facing the door. When the door starts to close, use steroids to run past it. Now you can open the door and it won't close. Trigger the boss and run behind the shelves for cover. Hopefully he will follow you out the door. Duck down and shoot his head. He is too stupid to run away, so just keep plugging away at him until he kicks the proverbial.

Sonic Jam

Bonus Mini-game

At the title screen, highlight *Sonic World* then hold A and press START very quickly. This will send you into *Sonic World* to get 100 rings in under 60 seconds. This is a incredibly difficult task but with perseverance is possible (just!).

View credits

To view the credits for *Sonic Jam*, go to *Sonic World*, and complete all of the world missions. Once you have, go to the waterfall. You should see a gigantic gold ring. Now, go on the platform nearby you that goes up and down. When it's at its highest point, jump into the huge gold ring.

Marvel Super Heroes

Play as Anita

To play as Anita you must first have finished the game at least once on the default settings. Go to the character select screen (with the short cut off) and do these motions on the joypad, tap: UP, RIGHT, DOWN, LEFT, UP, RIGHT, DOWN, LEFT, UP. Keep holding UP, quickly press X then Y (still holding X), then Z (still holding X and Y). At the end, X, Y and Z should be held down. Beat the game with her and save the game, turn the shortcut on, and you will see her name in Arcade and Versus modes. The code will not need to be done again.

Shining the Holy Ark

Acquire the best weapon for Rodi

Rodi can acquire a katana called 'Kusanagi' after a random encounter with a Spike Dragon on the 3rd level of Desire Mine. After equipping Rodi with this weapon, he starts doing a lot more power attacks, but the most amazing attack is a special "Critical Strike" he performs which kills enemies with one shot! The Critical Strike only works on regular enemies; it didn't work on Panzer or Rilix or Panzer's evil buddies (they received damage, but dodged the Critical Strike). You can kill both of Rilix's Evil Vampires in three rounds, though! Akane can equip the weapon as well and her power attack percentage increases.

Can you help?

Resident Evil

I'm an easy going kind of guy who is willing to accept most things in life. But I can't believe two things about Resident Evil: 1. How completely brilliant this game really is. 2. How incredibly difficult it is. Your excellent guide in #6 was very helpful, but I'm still struggling to stay alive and finish the blooming thing. What all this is leading up to, is the inevitable question, Do you have any cheats that can help me?

Pretty please with a cherry on top!
Bill Kennedy
Shropshire

Crusader No Remorse

Special Board

Enter the password LRTN for a peek at the game developers.

Full Health and Energy

Choose 'Load Game' at the main menu, then pick 'Teleport to Mission'. At the passcode screen, enter LOSR. You will get an invalid password message, then start a game. Any time during the game press A + B + C for full health and energy.

Full Weapons

Choose 'Load Game' at the main menu, then pick 'Teleport to Mission'. At the passcode screen, enter LOSR. You will get an invalid password message. Start a game. Any time during the game press X + Y + Z for full ammo and equipment.

Cheat of the month

Angus Ferrote of Newcastle has gone and won himself a spanking brand new Saturn game for sending in these cheats and moves for the bladder burstingly hard *Three Dirty Dwarves*.

Three Dirty Dwarves

Duct Tape Lady Trick

To beat this boss, try a morph dwarf (3 skulls and press Z) and then a bowling ball attack from taconic. Note: She is in Bronx By Day.

Special Attacks
Special: get 1 skull and press X.
Super: get 2 and press Y (Note: all dwarves must be alive).
Morph Dwarf: get 3 and press Z (Note: all dwarves must be alive).

Various Moves
Corthag's Moves:
Gun Shoot (A)
Gun Hit (B)
Gun Uppercut (Forward + B)
Kick 'N' Fire: Skulls: 1(X)
Triple Shots: Skulls: 2 (Y)
Morph Dwarf (Million Gun): Skulls: 3(Z)

Greg's Moves:
Baseball Attack:(A, A)
Baseball Bat Hit:(B)
Baseball Bat 3:16:(forward + B)
Battle Axe: Skulls:1(X)
Bat Ballet: Skulls: 2(Y)
Morph Dwarf(Sloppy Ball)Skulls: 3(Z)

Taconic's Moves:
Bowlingo: (A)
Pin Attack: (B)
Ball Hit: (Forward + B)
Pin Spin: Skulls: 1(X)
Flying Ball Slam: Skulls: 2(Y)
Morph Dwarf(Rapid Ball): Skulls 3(Z)

Brawl(for all dwarves):Skulls: 3
Easy: 5 Quick Taps
Normal: Either Shift
Hard: Aim With D-Pad

Q+A

Rayman

Won't you please help a very peed off girl finish the stupidly hard Rayman? I don't mind a bit of a challenge but this is ridiculous! Please help a damsel in distress!
Sarah Whitelaw
Brighton

If twenty lives and 10 continues aren't enough then their is no hope for you!

10 Continues Code
Press UP, DOWN, RIGHT, LEFT at the continue screen. This only works if you have less than three continues left.

20 Lives Code
Pause the game, then press and release: A, RIGHT +B, LEFT/DOWN + RIGHT COLLAR BUTTON, Y + C + Z. Hard to do, but after you leave the pause mode you should have 20 lives if it was done correctly.

Virtua Cop 2

I have just bought *Virtua Cop 2* at the absolute bargain price of £14.99. I just can't stop playing it and have completed it 15 times already! Are there any cheats available for it to spice it up? And what are the secret options?
Paul White
Telford

Blimp fifteen quid for the best light gun game ever, a bargain indeed. Their are loads of cheats for *Virtua Cop 2* so fill your boots!

Skip to last Boss Stage
At the stage select screen shoot the stage one arrow continuously until the time is up. You should go to the last boss stage (Stop the airship bomb) directly.

Option Screen 3 and Free Play
If you beat the game on easy, FREE PLAY and Option Screen #3 become available which has Mirror Mode, stats list and an unknown option. This cannot be selected

Big Head Mode
If you finish the game (in any level), there will be an Option Plus menu (like VC1), there is an option ????????, when you play the game for 58 times (excluding continues), that option will be changed to Big Head, from which you can enable Big Head Mode.

Select your Character
At the stage select screen use control pad to input the following codes: Rage – Press X to select stage. Smarty – Press Y to select. Janet – Press Z to select. You can select the same cop in two-player mode.

Weapon Select
Go to the options screen two, and set weapon select on. When you play the game, pause it, and with the gun, shoot out of the screen, and you can select ANY weapon you want! You can do this as many times as you want. So it's machine guns holes all round, then?

Limitless bullet 99
At the SEGA logo press UP, UP, DOWN, DOWN, A, B, C. You should hear another sound. In option this gives you GUN SELECT ON. Just like that.

Sorted!

Panzer Dragoon 2

Neil Bradford of Twycross has had his prayers answered, because Vincent Sullivan from Birmingham has sent in these delectable cheats for Sega's top shooter *Panzer Dragoon 2*. He shall be rewarded with a fabulous mystery prize that is so far undetermined, but will definitely worth the price of a stamp!

"I am sending in these cheats to help out Neil Bradford who is apparently having so much trouble finishing the frankly rather easy *Panzer Dragoon 2*:

Pandora's Box

If you have played over two hours and 30 minutes you should automatically get Pandora's Box in the options. If you turn it on you won't be able to access your save games though. It will allow you to select various options such as your dragon's growth size, different weapons, and stage select plus a new level. The better you do in the regular game, the more options you'll be able to select from.

ADEC System
In the options mode choose Full Instruments and press B on controller 2 while playing the game.

X-Y Radar
Press A on controller 2 while playing the game.

Self Destruction
Press A-B-C-L-R at the same time while playing the game.

Fly Sky Dart
Take routes 2, 2, 3, 1

Open all of Pandora's Box
After playing the game for 30 hours all the options in Pandora's Box will open up to you.

***Space Harrier* and Dragon Mode**
Once all options are open in Pandora's Box go to the life selection. Choose Lundi for *Space Harrier* Mode and Lagi for Dragon Mode

Analogue Trick
While using the Analogue joypad set to circle (analogue mode) you can turn the dragons head with the standard non-analogue control pad. It's mildy entertaining, albeit useless.

Blow up the Boss!
Go to level 3 (the forest level) and fight the boss (the cat-like one). Fight the boss until it is very low on energy. It has to be enough so one berserk would kill him. If the shot that kills him is a berserk shot (not a laser shot or one of those lock-on ones.), instead of just falling to the ground, the boss will explode!

Command and Conquer

Reveal Map Code
While playing, press UP, DOWN, RIGHT, LEFT, A, UP, DOWN, RIGHT, LEFT, A. The map should all be revealed.

Visceroid Code
C, RIGHT, A, Z, Y, B, UP, B, B, A (CRAZY BUBBA). This will let you build a toxic lab so you can assemble a Visceroid.

Import

DEAD OR ALIVE

Extra menu
Here is how to unlock the Extras menu: To open extra menu, beat Arcade mode on the Easy difficulty setting. All of the following modes of play can be found in the Extra menu:
Fighting Order: Beat Time Attack in under five minutes.

Change Ring Size: Beat Arcade Mode on at least Easy difficulty

Danger Zone: Beat Burst Arcade Mode on at least Easy difficulty.

Danger Bounce: Enter initials DOA at the name entry screen (when you place in the Top ten).

Announcer voice: Use Kasumi over 100 times.

Play as the boss Raidou
Beat Arcade Mode with every single character (minimum difficulty setting is Normal).

Away strips
Beat Arcade Mode (or Burst Arcade) on at least Normal difficulty for the character you want an extra costume for. The more times you clear it, the more costumes you'll get. [Note: These include palette swap new costumes as well]

Last Bronx

Change to character's second uniform
Hit C when you select your character
Random Select for Watch Mode
Hit A + B + C to get random characters
Speed up credits after completing game
Before the ending credits come on, hit A + B + C and they'll roll up faster. Like, wow. But then, perhaps someone in a hurry *might* need this one. No, really.

Street Fighter Collection

Secret Colours in *Super Street Fighter 2*
To access the secret colours for all the fighters, select any character then hold the button down until your character changes colour.

Rapid Attacks
For rapid attacks in any mode, hold RIGHT while selecting your fighter.

Street Fighter Zero 2 Codes

To play as 'dark' Ryu, highlight Ryu then press START twice.

To play as Special Sakura, highlight Sakura and press START five times. If it worked her clothing will change.

To play as Shin Gouki (Super Turbo Akuma), highlight Gouki and press START five times.

To play as the *Street Fighter 2: Champion Edition* version of a character, pick either Ryu, Ken, Vega (Bison), Sagat, Dhalsim, or Zangief then press START once. Your characters colour should change if you did it right.

To play as the *Street Fighter 2: Champion Edition* of Chun Li, select her and press START twice.

Super Characters without a Super Meter in *Super Street Fighter 2*
To play as the super version of a character without a super meter, highlight either Ryu, Ken, Fei Long, Blanka, Zangief, M.Bison, Balrog or Cammy. Select any one of these people with the JAB button (X by default) and repeatedly keep pressing LEFT to RIGHT on the d-pad and JAB. If you did it right, your character should say something and their clothes should change colour. For the rest of the characters, do the same thing except press UP and DOWN repeatedly instead of LEFT to RIGHT.

THE DARK SECRETS OF...

Duke Nuke

At last the waiting is over for Saturn owners. *Duke Nukem 3D* has finally exploded onto the Saturn in a blur of extraterrestrial-exterminating action. Getting through this action packed game in one piece and finding all of the many secrets is going to be almost harder than Duke himself. So we decided to even the odds up a bit and sort you out with a two-part definitive guide to all the secrets. Hail to the King baby!

Level 1
HOLLYWOOD HOLOCAUST
(7 secrets)

SECRET 1
Facing opposite the cinema jump onto the brown crate, then to the inclined roof, then jump to the ledge. To reach the hidden apartment jump into the middle window. The hidden apartment contains a box of ammo for the RPG. You have to move close to the couch inside the apartment to trigger the secret. Alternatively, located near the dumpster is a parking sign, you could always jump on top of the sign(which is the trickier way), from there jump onto the ledge below the windows, and finally to jump into one of the two windows.

SECRET 2
Inside the hidden apartment face the 'Attack Of Bleached Blonde Biker Bimbos' poster, this is concealing a door, beyond which you'll find steroids. All you need do is stand in front of the poster and press your action (C) button.

SECRET 3
There is a full armour pickup and health waiting for you, but first you'll have to find it. You'll have to push a button on the cash register located in the main lobby to open a hidden door. You won't see the lift located directly below the door you just opened (just to the right of the 'Attack Of Bleached Blonde Biker Bimbos' poster). Just stand on the floor and try to activate it.

SECRET 4
The next hidden door in the Projection Room can be opened by standing close to the fire extinguisher facing the wall to the left of it. Inside are a box of shotgun shells, but also another entrance to the ventilation shaft. The other entrance is found in the bathroom. Hence, the secret room that links the Projection Room with the ventilation shaft can also be found when you enter the ventilation shaft through the bathroom.

SECRET 5
Turn on the projector from the Projection room, then go towards the screen, and using either a pipe bomb or RPG blast away at the middle portion of the screen to reveal yet another secret, you've now found the two boxes of shotgun ammo and the all-important jet pack The window on the left wall overlooks the back entrance to the movie theatre, don't hesitate to blow it away if you want a quick exit.

SECRET 6
From the beginning of the exit bridge you'll want to drop to the right. Stay smart to the wall in order to fall onto the small ledge that lines the wall.

m 3D

Follow the ledge all the way around the building until you reach the front of the movie theatre by the box office? Proceed to jump to the top of the palm tree. Then, face the building and try to jump through the windows that are just above the top of the palm tree. You'll have to jump a little to the left or right to be able to go through the windows because there's a divider straight ahead. Perhaps the easiest way is to use the jet pack, which you will require to get to the next secret anyway.

SECRET 7

There a secret alcove above the back entrance of the cinema which houses an annoying automated motion sensing laser gun. Use the jet pack to reach it and take the jet pack and shotgun ammo.

SECRET 2

Travel along the dark hallway past the locked door (combination green, red, green) in Forbidden Videos & Books, then turn right. Continue forward until you hit a wall, at which point turn to your left and go straight towards the light, whereupon you'll find a atomic health power up.

SECRET 3

Go to the end of the corridor that contains the rather dubious cubicles in it and either shoot the wall at the end to reveal a bathroom or go back on yourself and turn left to use a more conventional entrance. You will find a pair of night goggles in a panel to the left of the sink.

Level 2

RED LIGHT DISTRICT

(5 secrets)

SECRET 1

There is a secret door located on the right wall of the naughty book store, to find it you'll need to move the book shelf third from the left when facing the shelves.

SECRET 4

There is a couch near the back left corner of the dancer, by standing on this couch you'll open a door on the right wall behind the dancers. Make haste through this door as it won't stay open for long. Inside you'll find a box of ammo and a chaingun. There is a toggle switch which opens the door should you find it closes behind you.

SECRET 5

You'll also notice backstage two wooden crates, look at the wall behind these wooden crates, one small area of the wall is actually a door, you'll notice that it is lit. Swing open the door to collect a portable medi pack. Be careful of aliens dropping off the wall behind you while you get it, though.

Level 3
DEATH ROW
(2 secrets)

SECRET 1
Smash the glass of the stained glass window on your left in the chapel. Before entering the door kill the flying trooper by shooting him through the cross. He'll of a lot easier than facing him in the tunnel. Enter the door which leads you through a tunnel behind the cross. At the end of the tunnel you'll pick up a chaingun and see a 'DOOMED space marine.' Yes it is the same marine that stars in the classic *Doom* series, (those crazy assed programmers crack me up, no really they do!) He is impaled on a spike. Put him out of his misery and you will find the chaingun cannon behind him.

SECRET 2
Once you have de-activated the force field In Cell Block 002, go to cell 3 by pressing the switch at the entrance to it's third setting. In the cell there is a nudey poster on the wall. You can walk through the poster as It is transparent. Once you walk through the poster you will reach a dead end that has a crack in the wall blow it up using a pipe bomb. You can now go through the sewer which is a shortcut that leads to the submarine bay.

Level 4
TOXIC DUMP
(8 secrets)

SECRET 1
At the beginning of the insert level, once your outside of the sub, look for an underwater cave. There is an octabrian right in the front of the cave. Follow the cave all the way until the end. When you come out of the water you'll be in a secret area. You will have to blow up the wall when the cave comes to a dead end. By destroying the drums and the distressed girlie.

SECRET 2
After you enter the structure using the blue access card walk to the area were the hallway begins to bend (second panel along). Press against the wall and hit the C button to reveal a hidden room which may or may not have some angry troopers in, depending if you have already shot them through the opening on the other side. Here you will find a very welcome chaingun cannon.

SECRET 3
When you are on the conveyor belt and the ground becomes red get off on to the landing where the green sewage is. The back wall of that landing has a hidden panel. Collect the chaingun ammo.

SECRET 4

After you have destroyed the mines in your path from the safety of the surveillance room, swim out of the left hand window and shoot at the wall to reveal a cave containing the chaingun cannon and ammo.

SECRET 5

After you have passed the gears you are faced with four black walls. The one in the back right corner is transparent. Go through it. Collect the armour and scuba gear.

SECRET 6

After the gears you'll come to a place where you travel through the tunnel with the flow of water. Keep an eye on the right wall for a crack. When you see it blow it open using a pipe bomb or RPG. Inside you'll see a medi pack and a transporter. Use the transporter to reach a secret area with RPG ammo.

SECRET 7

At the start of the green tunnel look for the source waterfall. Right above it is a ventilation fan. Blow it up. Now using the ledge on the right side of the room jump into the area you exposed. Inside you'll find two atomic health atoms.

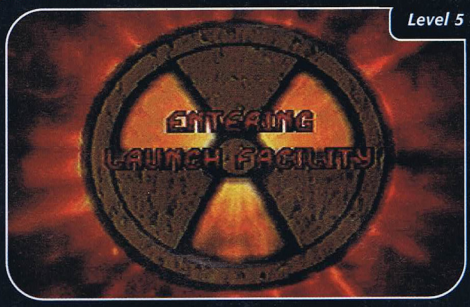
SECRET 8

At the last lighted part of the sewer before the end, notice there's crack in the left wall. Blow it open using RPG or a pipe bomb. It contains the secret insert level exit. just hit the button to exit the level and enter the Launch facility. Were you to carry on to the end of the tunnel ignoring the crack you would have come to an ordinary exit that would have taken you straight through to the Abyss level.

Level 5

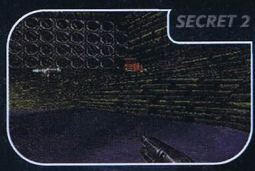
LAUNCH FACILITY

(5 secrets)



SECRET 1

As you walk up the ramp to the left of the sludge stream, a secret room opens up and two troopers will jump out and attempt to shoot you in the back. Cowardly swines, so they are! Entertain them with a chaingun cha cha and then enter the room from whence they came to collect some chunky armour.

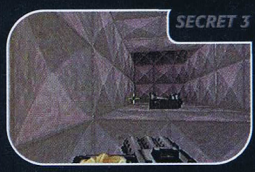


SECRET 2

There is a blocked underwater corridor at the bottom of the sludge pit just past the first force shield. The corridor opens up when you unlock the control booth at the top of the pillar in the main area. Emerge at the end of the underwater corridor to find a small pool with several very useful power ups.

SECRET 3

Above the RPG in area 02 is a fan. Shoot out the fan and use the jet pack to get the handy pipe bombs you'll find in the duct.



SECRET 4

In the hangar control booth, there's a secret area containing armour in the wall opposite the hangar door switch.

SECRET 5

In the room beneath the rocket, there are three health atoms behind the control panel.

Level 6
THE ABYSS
(2 secrets)

SECRET 1

Right above the circular fire pit area, which has the teleporter in the middle of the flames, (check it out to see some freaky dancing chick and get some atomic health spheres on a ledge) there's a secret compartment in the wall to the left of the pipe bombs. It contains steroids and some fizzy Tizer (lie).

SECRET 2

Leading away from the circular pit fire, there are some stairs on your left leading downwards. You will come to a ledge that has a green sludge window. Jump through the window to find a secret area containing a chaingun cannon.

Level 7
SPACEPORT
(4 secrets)

SECRET 1

A secret door behind the centre monitor screen in the first security station leads to a secret room with a health atom and a surprise party guest... KILL 'IM!

SECRET 2

In the connecting hallway leading to the room with the pillar, there's a hidden duct behind an Authorised Personnel sign high up on the wall. The duct leads to the storage room and some ammo.

SECRET 3

There's a secret room outside and to the left of the storage room. Inside is some chaingun ammo. When you leave the upper ledge on the top , this door opens. It stays open for a limited time, so you have to quickly take the elevator back down to the first level, or drop down the central pillar if you have already lowered the force field.

No secret

OK I know that this bit doesn't register as a secret, but there is some really cool stuff here and it would be a shame to miss it. Once you have turned the force field off from around the pillar, (code: red, red, green, red) turn on your jet pack and fly directly up the pillar. At the top is

a corridor leading to a room with the awesome devastator. Also check out the dome at the very top of the pillar for another array of goodies.

SECRET 4

In the corridor leading to the red access door, there's a secret elevator recessed in the floor. (Look for the lighted oval.) This leads to a secret area with the shrinker gun and some armour, as well as a passage back to the second level.

Level 8
INCUBATOR
(7 secrets)

SECRET 1

As you enter the Observation Bay, three goons will appear from a secret room in the left hand corner of room. Engage them in a rocket powered rumba and then enter the secret room, to find a chaingun cannon and ammo, a medi pack and a shrink gun.

SECRET 2

Turn the switch by the bay window walls in the Observation Bay to take away the blinds. This will also make a section of the corner wall open to reveal two Skutters which should be dealt with promptly. Jump into the corner area for a rather nice power up. I've actually forgotten what it is now, but I'm sure it is jolly useful!

SECRETS 3&4

Still in the observation bay, the small alcove with the pipe bombs has a secret door that leads to an area with a security monitor and armour. This actually counts as two secrets in one, which is nice.

SECRET 5

Before leaving the secret laden Observation Bay, check out a dodgy looking panel on the right hand wall close to the door that leads to the security area. Stone me if there isn't a pair of night vision Ray bans in there!

SECRET 6

To the right of the armoury in the first security room, there's a secret room containing a holoduke and a freezethrower.

SECRET 7

In the upper security room, directly across from the entrance, there's a secret alcove containing lots of that chaingun ammo stuff.

Level 9
Warp Factor
(0 secrets)

There are absolutely no secrets in this area, so don't waste frigging hours looking for them like I did!

Level 10
FUSION STATION
(2 secrets)

SECRET 1
There's a tunnel behind the second ledge in the piston room. It leads down to two health atoms and a hand print switch that opens the elevator in the back corner of the piston room. At the other end of the same tunnel, jump up and to the left to find a cubby-hole with some pipe bombs.

SECRET 2
In the hallway beyond the egg room, the rafter spanning the first hallway hides a duct. Use the crack in the wall (caused by the exploding canisters) to jump up to the top of the rafter and into the duct. Follow this duct around to a chamber with a bound female and a health atom. The right-hand wall of this chamber is cracked. Blow out the wall to get some RPG rounds.

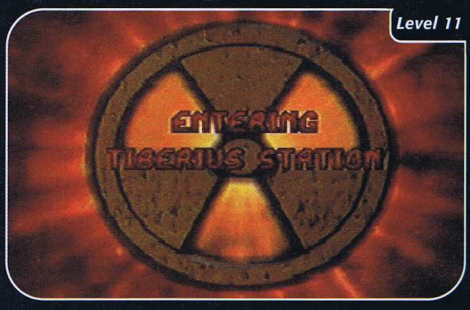
Level 11
OCCUPIED TERRITORY
(3 secrets)

SECRET 1
As you walk along the long corridor that is broken up by blast doors, look out for a ventilation shaft which is built into one of the pillars. Shoot it and then use the jet pack to enter and collect the RPG and stuff.

SECRET 2
You'll need the jet pack to find this one. After you have entered the large circular building at the end of the long corridor, activate your jet pack and go to top of the centre section where it is very dark. You will be able to make out a squarish outline of a hidden alcove. Enter it for some armour and an RPG.

SECRET 3
In the sub-boss control room, pick up the blue key and jump onto the bank of computers. Push the lower-right panel to reveal a passage with laser trip mines and a health atom.

Level 12
TIBERIUS STATION
(5 secrets)



SECRET 1
There's a secret room with a portable medi pack at the back of the supply closet with the armour.

SECRET 2
There's a crack in the wall right outside the first access door. Blow up the wall to gain access to the ducts for this secret area.

SECRET 3
There's a secret door to the left of the door to the radioactive material room (where the devastator is). You can see the faint indentation in the blue-and-white striped wall. The room holds chaingun ammo and steroids.

SECRET 4
Halfway along the right wall of the sludge pit, in the alcove where the bridge retracts, there's a secret door at the water line. The room beyond contains two health atoms.

SECRET 5
A similar secret area is along the left-hand wall, in the same alcove where the bridge retracts.

Level 12
LUNAR REACTOR
(0 secrets)

SECRETS 0
Hey no fair! Not one single secret to find on this level.

DON'T MISS THE SECOND HALF OF OUR EXTENSIVE GUIDE TO THE SECRETS OF *DUKE NUKEM 3D* IN NEXT MONTH'S *SATURN POWER*.

Enemy Zero

E0 *WALKTHROUGH: PART 1*

You start in Laura's room (level one in the Winter Tower). After her long rest in the Cold Sleep Capsule, she wakes up and witness the death of Parker via the Net Computer. She gets dressed and prepares to investigate. You'll find the VPS behind the mirror (1), while the Voice Recorder (2) and Laura's Personal E-Key (3) are found in the drawers. (4) Use the Net Computer to view Parker's room (a mess). Talk to Ronny. (5) He will give you some clues. At this stage you won't be able to talk to the other crew members – George and David both refuse connection, Mercus's system is not working, and Kimberly's Video Phone requires a password. Go to Information and take a look at the Map. (6) Level 1 Map is quite simple. Press down and a Map of the Basement will be shown. (7) The Lock function cannot operate in this Room. Check out the Database for descriptions of some of the items found in the Game. (8) You can also check out the profile of the crew. (9) Laura's personal file contains nothing. Before you leave the room, you can try out the Hologram. They are so deprived of natural life in space they resort to laser tricks. (10)

The Locker Room

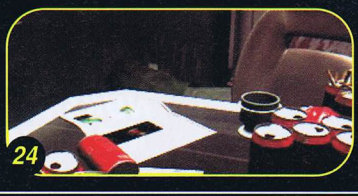
Use the B button to walk faster and save time. Go direct to the Locker Room. (11) You will find a Gun Charger on the wall, (12) but Laura hasn't got a gun so leave it for now. Use the Personal E-Key to open Laura's locker. (13) Inside there is a Card Key. (14) Now leave the Locker Room and go to the Stair Room. (15)

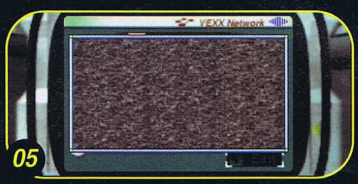
The Basement

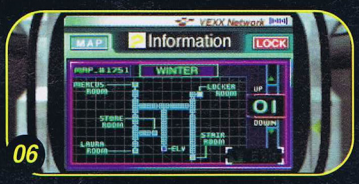
Use the Card Key (16) to open the Connect-Door Lock to the Stair Room. Laura will ride the Manual Lift to the Basement. (17) Head to the Power Room. One of the Generators is shut down. To turn it back on, you need to key in a Code and press the Power Button. (18) The Code is simply made up of three (3) of the keys. It won't take long to work out the Code. You will notice that the Roller door opposite the Power Room will not operate.

The Store Room

Having turned the power back on, move back to Level 1. (19) If you try to approach the Elevator,







you will bump into an Enemy. Since you are not armed, you will simply get killed. So go instead to the Store Room. (20) The Store Room's Net Computer is the only one which can control the locks at the Basement. (21) Use the Net Computer to turn all locks OFF. (22) Exit and head back down to the Basement.

Parker's Room

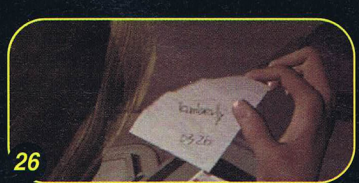
The Roller Door will now operate. (23) Once inside you will soon hear an Enemy. To avoid it keep to the right. Be careful not to hang around at dead ends. With a bit of luck you will find Parker's Room. (24) Enter and you will witness the mess Parker, or rather his killer, (25) leaves behind. Strangely though, Laura reacts as if she sees Parker's dead body for the first time, when in fact she has already seen it via the Net Computer. Anyway, the only thing of interest here is Kimberly's Access Code, located in the drawers. (26) Use it to Video Phone Kimberly. (27,28) By now you should see Ronny dead in his room if you Video Phone him. You cannot contact the other crew members. Leave the Basement as you enter, but this time keep to the left. Take the Manual Lift to Level 1 and go to Mercus's Room. (29)

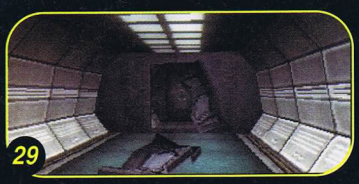
First Encounter

As you get closer to Mercus's Room, you will hear an Enemy right in front of you. Do NOT retreat. Keep going and you will witness an event that will enable you to enter Mercus's Room. (30)

Mercus's Room

Very messy indeed. Mercus's head has exploded while having a coffee. There is a VX-Projector on the wall. Try it out. Be sure to search everywhere. You will find the 'key' to the DNA lock guarding Mercus's own room of lockers – it's the remnants of his hand on the floor beside him. Not pleasant. Inside you (32) will find the much-needed gun. This involves trying Laura's own hand on the key-pad (31). Then use Mercus's severed hand! (32). The lock will open (33). Rummage in the lockers (34) and find the weapon (35). Now we can get even.

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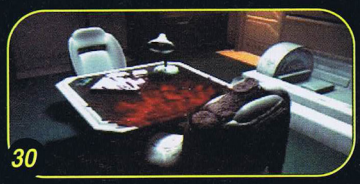
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The First Test

The Gun can only be used while YOU are in control of Laura. Once you are outside of Mercus's Room, try out the Gun. (36) If nothing happens, (this will occur on normal setting) and you see a red light on the Gun flashing. You know where to go to charge it with energy. (If you're on easy mode, the gun'll work immediately.) We've now come to the point where you should use the Voice Recorder to save your position. (37) You can head back down to the Basement to kill the Enemy there, then come back up to face the one just outside the Elevator, or you can ignore the one at the Basement and go straight to the one standing between you and the Elevator. Once the Enemy is gone, you can enter the Elevator. (38, 39) Laura will press four. Get some rest? Just when Laura thinks she can relax, an Enemy has managed to break in the Elevator. Laura will not be able to kill this Enemy for she will lose her gun (so soon!). As soon as you regain control of Laura, head to the LEFT (you will DIE if you don't listen). Kimberly will speak to Laura through the Speaker system as she approaches a door that won't open. Look on the UP side and there is a way – use the C button together with UP on the D-pad. (40)

The Duct System

A Map is a MUST here. (41) Make a Map as soon as you start roaming about. The first thing to do is to grab a Gun (42) in the Data Room (access via an outlet in the Duct system). There you can muck about on George's Computer (43) and it will spit out a multipurpose GE Key. (44) Use it wisely and you will be able to leave the Data Room with a new Gun. This new Gun is unfortunately flat, (except if you're playing in easy mode, that is) so the next step is to get it charged. If the gun already works, activate some stairs and climb back up into the duct system (45). A fair way away there is a Tool Room where you will find a Gun Charger. You have to avoid any Enemy you run into. Just remember to whom the Gun belongs when you use the Gun Charger. Before you leave the Tool Room, it is a very good idea to save your position.

The Gun and the Enemies

As soon as you leave the Tool Room you will hear an Enemy near you. Find it and kill it, and make sure you get it the first shot. That's right. Unlike the first Gun Laura has, this Gun can only fire ONE (1) shot per recharge. Now you realise why it is a good idea to save your position before leaving the Tool Room. Once you kill the Enemy, go back for a

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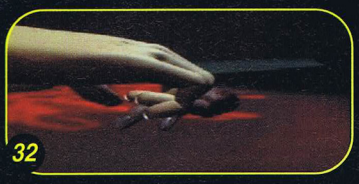
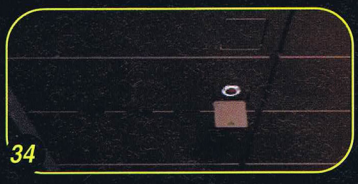
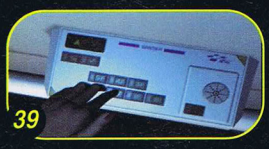






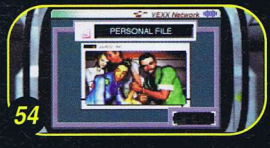
recharge. Keep going and eventually you will come to an Elevator. You will know because you will hear the door open. Do NOT run towards it because an Enemy is waiting right outside the door. Shoot to kill. Now go back, recharge your gun and blast the exterior shutter outside the door to continue (46)

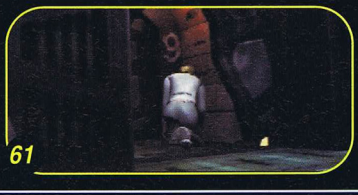
The Elevator

Although you can see the Elevator and its door is open, you can't get in without using FORCE (and a couple more minutes). The Elevator will take you to Kimberly (level two in Winter Tower). It is a good idea to recharge your Gun before you enter. (47, 48) Kimberly's Room With a few of her crew members already dead, (49, 50) Kimberly will not take any chances with her pot plants. So she flowers them. That's what she is doing when Laura enters her room. After a long chat, Kimberly will sit down and Laura will be free to check out the room. There is nothing of interest here except the Net Computer. You will be able to talk to David (51) for the first time. (52) Check out the Database (53) and you will find an interesting picture in Kimberly's Personal File. (54) Since Kimberly has fallen asleep with all the flowering, wake her up by connecting to (55) Ronny and Parker. She will leave the room when she sees the mess in Parker's Room. (56) To make her come back, talk to David again. Kimberly reappears with new found determination. The pair will then venture out of the room. Note that if you wish to save your position, (57) you have to do so before Kimberly comes back. Disk one ends.

The Way to Summer Tower

Kimberly decides to take on the Enemies herself. (58) She puts on a Head Set Camera so that Laura can monitor her movement. Connection to the Camera (59) is cut when Kimberly is attacked by an Enemy. Laura will run inside the maze of corridors to find Kimberly. A Map here will be very helpful. You may or may not run into the Enemy in the vicinity. (60) If you do then I hope you have recharged your Gun as advised. You will eventually arrive at the point where Kimberly was attacked. (61) You see blood and Kimberly's gun but you can't find the body. Strange. Pick up the gun (62) and keep walking until you see yet another Elevator. There are seven (7) floors inside the Tower. Get yourself familiar with the layout as soon as you see a Net Computer. The Elevator is operated with three switches representing three digits of a binary sequence. A good place to start would be the top floor, so off we go. (63) The top level is





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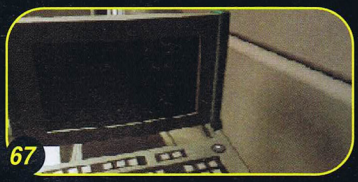
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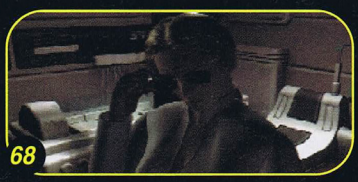
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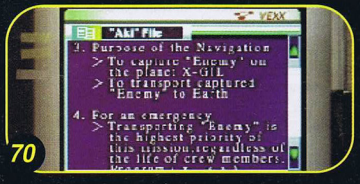
where Ronny's Room is. If you talk to Ronny over the Video Phone for enough times you would have heard him die. His room is guarded by a lock. To save your trouble, Ronny has posted the password right next to the lock. If you can't work out the switch system, it's the same as that used in the lift – so use that to find out what the digits represent. (64) Enter his room and you will see his body minus his head. (65) Pick up his sunglasses. (66) Check out the room and you will find a computer and a Body Scanner. The Body Scanner (67) cannot be operated but the Computer can. The password for the computer (and the clue to get it) can be found on the Calendar. (68) Ronny's computer (69) contains a file on AKI which described an incident in which the whole crew on a spacecraft was killed by the Enemies. Laura obviously doesn't like what she sees. (70) It is about time to talk to David and George face to face so head down to level five. (71) You will not be able to enter David's room at first. Go and see George instead. He will be at his computer meditating on something. You can disturb him (72) and he will talk back. The most important item in George's room is the Gun Charger. (73) Now on to David's Room. For some reason you may now enter David's room. David will greet you at the door and the couple will embrace with a deep kiss. (74) David will then leave for the Basement, leaving Laura free to check out his room.

Next Issue

The second – and final – part of our *E0* guide. We'll also have a complete *Sonic R* players' guide, more *Duke Nukem* levels taken apart to satisfy *all* your secret needs and, as per usual, a healthy helping of Power Tips for those who prefer cheating. Don't miss it.

69


"AKI" File
3. Purpose of the Navigation
> To capture "Enemy" on the plane: X-GIL
> to transport captured "Enemy" to Earth
4. For an emergency
> Transporting "Enemy" is the highest priority of this mission.regardless of the life of crew members.
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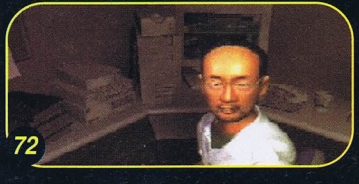
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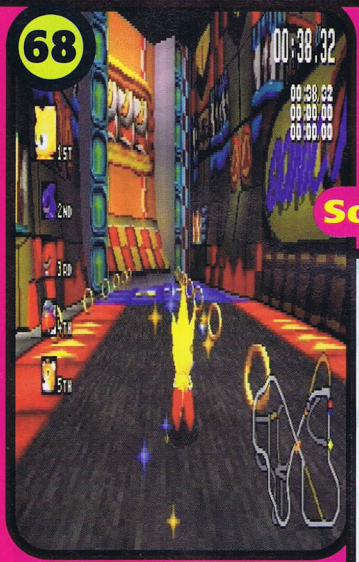
Reviews



TOP GAME

Not only is *Sonic R* arguably the most visually accomplished game ever released for the Saturn, it's also a racer of considerable pedigree. There could be no other Game of the Month – and, in our opinion, it's a strong contender for Game of the Year...

Sonic R

Reviewed

68 *Sonic R*
74 *Croc*
78 *Street Fighter Collection*
82 *Rampage WT*
84 *Trash It*

Import

86 *Dead or Alive*
87 *Samurai Shodown*

1 Yeah, set... just like a JELLY! 2 And birds of many colours are released at the start of a game. 3 Nice, that. 4 AARRGGHH! 5 You can clearly see the fade out here. 6 Good grab, don't you think? 7 Ah, now this reminds me of Chitty Chitty Bang Bang... and I don't mean the film. 8 I think I'm going the wrong way. 9 Look at the state of that.

Sonic R

Attention! *Sonic R* is, in this reviewer's humble opinion, one of the very finest Saturn games to date and the following 2516 words will tell you exactly why.

I have to be perfectly honest, when I first played *Sonic R* all those months ago I was more than a bit unsure about what Sega were trying to do. I mean, at the end of the day what the punters seemed to want was a *Mario 64* clone on the Saturn. With Sonic in it. So they gave the programming task to the highly-respected Travellers Tales and sat back.

They could've done a platform game very easily; the game's engine is certainly up to the task as everything moves extremely fast and smooth – and you can see by these shots that the graphical quality is well up to the standard of any of the best previous Saturn titles, but why the nagging doubts? Well, simply put, I wasn't sure what sort of game *Sonic R* was trying to be. At the heart of it it seemed to be a driving game, but there was also this platform element to it... you had to collect the coins and rings and then certain new sections and short-cuts open up to you. It's only on playing *Sonic R* for a lengthy period that the true depth of the gameplay opens itself up to you, and it also happens to be completely brilliant.

You can, if you do so wish, just play the game as a straightforward racing game – although, to be honest, it won't take you too long to come first in all the courses (it took me about an hour). There's five highly detailed courses to choose from at the start, complete with devious short-cuts, collectable speed-up icons and

Give us a ring

Each track will usually have two ring doors that'll allow you access to extra sections of the tracks. They range in difficulty from 20-50 coins and, once the required amount of coins are collected, you can whizz through and there's usually either a short cut, a Sonic coin or a Chaos Emerald on the other side.

Players	One or two	**Difficulty**	Easy/Medium
Tracks	Five	**Release Date**	Out now
Top 100 position	4	**Sega**	☎ (0181) 995 3399

enormous ramps. Then, when you start to get to know the tracks a bit better, you collect more coins, find the ring doors and start collecting the coins. Then, and only then, does the game start to really become addictive.

Once you start to get to know each level a bit more, you find that each of them has five carefully placed golden coins and it's these you have to collect for the 'special challenge'. There's a lot more about that in a boxout but take it from me, it's a toughie. Collecting the rings seems easy but there are carefully-placed doors that will only allow you access through them when you've collected the requisite amount of rings. These lead on to short-cuts through the level and, usually, a golden coin.

For once, the one player options are excellent. There are four choices of solitary gaming to choose from (apart from the obvious grand prix option, where you race against the four other computer-controlled characters) and they even break the golden rule and manage to be original. For a start you have the standard time attack (complete with flickering ghost mode) and the option to use this on any of the tracks the correct way... or reverse. Then there's the 'Collect five balloons' game. What you have to do here, like, is

Gimme five

One of the first extra points to the racing you'll discover is collecting the five golden Sonic rings found on each of the five main levels. They're usually hidden (but not too much) and, when you've collected all five and managed to also finish that particular course, you're rewarded with a special challenge race against one of four hidden characters (depending on the track you're on). Beat it and it's yours from then on.

COIN 1

I've managed (easily, I might add) to collect the other four coins and I'm just about to grab the last one.

COIN 2

Now I've completed the game in a respectable position (third or above) and I'm on to...

COIN 3

...the bonus hidden race. The hidden characters are, naturally, a bit faster than the regular bunch, but after a wee bit of practice you should be able to beat them.

COIN 4

And your reward is then being able to choose them from the selection screen.

One IS fun

Yes, it is. Surprisingly enough (despite the shocking exclusion of a championship mode), *Sonic R* manages to stay nicely playable all the same. You've got yer standard Grand Prix mode that allows you to play any of the tracks for fame and glory, but for an even more solitary game than that, there's this lot, too.

Called 'normal', it's a very standard time attack mode. You race against a previous ghost time and try to beat it. Basically. Nothing very original there, then.

Reverse, anyone? Bit better, this one. Time attack again, fair enough, but this is all the tracks in reverse. For more variety. And that.

But what's this curious little fella? Get five balloons? Hmm? Hidden around the level is five blue balloons which must be found and burst before you can then leg it towards the finish line. The best time wins cheese!

1

collect five hidden blue balloons as quickly as possible. Obviously, as you work out their locations your time is bound to speed up, but the short-cuts can help you even further… if you can find them. But, and this is the best one, there's a new horse to the stable, a tag game. Here you try to catch up and 'tag' (basically, just touch them) each of the four computer-controlled characters in turn.

"If the graphics aren't the best yet seen on the Saturn, then they're certainly up there with the best of them… yes, they're that good."

Tricky, though, as the last thing they want to be is 'tagged'. They swerve to avoid you, then run away in the opposite direction. They wait around the other side of the course and change direction as you try to work out where they're heading. It's brilliant, tricky and guaranteed to make you scream with frustration as you catch three of the characters within 30 seconds but spend the next four minutes chasing Tails around the level.

So, what can I say about the graphics? They're beautiful. If they were your girlfriend, you'd constantly be laughing like a demented fool about your good fortune. If (to remain completely PC – about five percent of our readers are female, apparently. Or gay, possibly. Christ. Um…) they were your boyfriend then you'd guard him carefully from the weeping adoration from your less-fortunate friends. They're that gorgeous. If they're not the best yet seen on the Saturn, they're certainly up there with the best of them… the likes of *NiGHTS*, *Tomb Raider* and *Sega Rally* spring to mind.

What's most impressive about the graphics is, like I said before, it's not just the fact that they look stunning or the fact that the shaded fade-in (there's absolutely none of that disgusting pop-up you might have expected) looks dazzling, it's the fact that Travellers Tales have managed to get all this working at such a bloody speed. Not only is it remarkably fast, but it's also smoother than a freshly poured pint of Guinness on a roasting Summer's day. Even on some of the more complicated levels, where there appears a million and one objects on the screen at one single time, it's reassuring to know that there's not even a smidge of slowdown.

The sound? Ah, created by the very talented Richard Jacques at Sega Europe, there's a bevvy of delightful tunes for you to pick and, to keep in with Sega's bizarre interest to include vocals on their background tracks nowadays, they've got some old has-been warbling on in the background about how nice it is to be going so fast. She probably didn't have a bleedin' clue what she was singing about but, thankfully, there's an option to switch off the vocals. There's a total of five very different and fairly large

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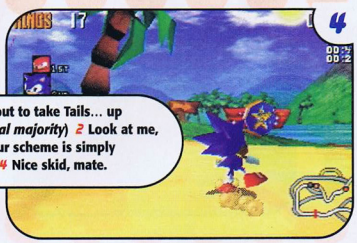

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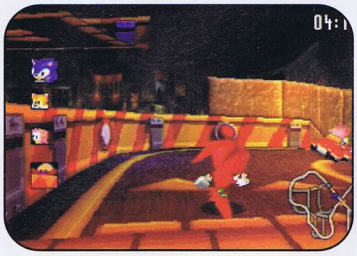
1 **Robotnik just about to take Tails… up the… (*NOOO! – the moral majority*)** *2* **Look at me, I'm hovering** *3* **The colour scheme is simply beautiful thoughout.** *4* **Nice skid, mate.**



The last one's even more original than that balloon nonsense. It's a tag game where you have to catch each of your four computer-controlled opponents as quickly as possible. All very easy in theory but a complete bugger in practice. The first two are simplicity itself, but you just try to catch something that's tucked away on the other side of the course, running in completely the opposite direction to you.

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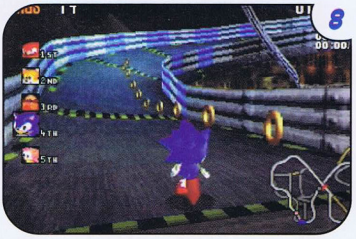

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5 Ready for the off on the second track. 6 Do you want to do this one? 7 Hidden away on the second track is Sonic's own pinball table. 8 I'm very proud of this grab. Why don't you cut it out and frame it? 9 Well, are you?

Catch us if you can

You start the game with a very basic four characters (Amy, Knuckles, Sonic and Tails) but, when you go to the character select screen, it soon becomes apparent that there's six more up for grabs. Now, because we're good, we've managed to knab the whole bleedin' lot. Here they all are and here's how you get them.

NAME: Metal Sonic
EH? You remember, don't you? *Sonic CD* on the Mega CD? Sonic's doppleganger? The metal version of himself? Yes, it's him.
ANY GOOD? Fast... almost too fast. Looks pretty good with those rockets on his back, though.
WHERE FOUND: The character you race against when you've collected the five coins on the Resort Island stage. Beat him and he's yours.

NAME: Robotnik
EH? Sonic's nemesis throughout all the Sonic games. Was almost certainly abused (mentally or physically or both) as a youth.
ANY GOOD? Has a rather tasty missile special move. Collect at least 10 rings and you can fire off a missile at anyone in front of you.
WHERE FOUND: Complete all the five tracks and he'll be selectable.

NAME: Scary Tails doll monster
EH? A soulless version of Tails, complete with vacant eyes, strange lump on top of head and zip up the back.
ANY GOOD? A bit scary for me.
WHERE FOUND: Beat him on the coin round of Radical City and he'll then show up when you go back to the character-select screen.

NAME: Robot Robotnik
EH? Like Dr Robotnik, but a proper actual robot thing. Like. Which, I'm sure you'll agree, is nice.
ANY GOOD? It seemed a bit too close to Robotnik for my liking... but with scary robot legs.
WHERE FOUND: The hidden character you have to beat on level 3 (Regal Ruin) – certainly one of the trickier ones to get.

NAME: Super Sonic
EH? A pleasant return to form for the jaundiced (and rather excitable) fellow from *Sonic 2* on the Mega Drive.
ANY GOOD? Excellent. All the speed and control of Sonic but with the added ability of being able to run across water.
WHERE FOUND: Becomes available when you've found all the Chaos Emeralds.

NAME: Metal Knuckles
EH? Much the same as Metal Sonic, there's a robot version of Knuckles hidden away, too. This one, though, is much harder to find as he's bloody fast. Too fast for you, anyway.
ANY GOOD? Very. Can skip across water with great ease and, like I said, is very fast.
WHERE FOUND: The character tucked away on the Reactive Factory track.

1

2

1 Tails+rings=good. 2 Burning hairy arse towards the finish line. 3 There's Sonic! Kill him! With hammers! 4 Here's one of the short cuts – the levels are littered with them.

4+1=5

The first secret thing you'll be wanting to find is the bonus track, 'Radiant Emerald'. Fortunately for you, it also happens to be the simplest thing to find in the game. Just complete all the other four tracks in first position and it's yours.

The graphics and layout are, sadly, possibly the worst out of the lot, though. There's a nice transparency effect to the track, but there's nothing remarkable about the layout compared to the rest. It almost seems to have a 'rushed' look about it.

/aslfjalfjk/aslfjalfjk/aslfjalfjk/aslfjalfjk/aslfjalfjk/aslfjalfjk – Hah! Fooled you...

/aslfjalfjk/aslfjalfjk/aslfjalfjk/aslfjalfjk/aslfjalfjk/aslfjalfjk – ...you thought we'd forgotten about...

/aslfjalfjk/aslfjalfjk/aslfjalfjk/aslfjalfjk/aslfjalfjk/aslfjalfjk – ...this bit, hadn't you? No chance, matey.

3

tracks at the start of the game (with another one hidden away for release when you've completed all the other five in first place) and this might be a bit of a down point (I'd have liked a few more, but that's only because I enjoyed playing the game so much), but because the game gives you the freedom to explore the levels (levels/tracks... it's difficult to work out exactly what to call them, so I'll switch between the two if you don't mind), it's quite some time before you can even begin to say you know the layout of the tracks (levels?). This has the downside of making it a bit daunting when you first start playing, as you're not entirely sure where you should be going and everyone's overtaking you on the short-cuts, anyway.

You start off the game with a choice of the basic four characters and each of those has their own pros and cons (although we have to admit, Sonic is the best overall). There are various methods for collecting the extra five secret characters but the boxes around this very review lay that beast firmly to rest. One of the main things that distinguishes them is a character move. Sonic has an impressive double jump (excellent for short cuts), Tails can fly, Knuckles can... oh arse, you'll find out when you buy the game.

There's got to be a downside to everything and the spoilt plum in this fruity basket is the lack of a championship mode. Sure, you can play all the tracks against a range of computer-controlled characters but, unfortunately, you have to play them one at a time. There's none of the 'play through all the tracks and get something nice at the end for winning them all' treaty thing of *Sega Rally* here, I'm afraid. Not a huge bugbear... more of an irritating teddy.

So, there you have it. At the very heart of *Sonic R* is a powerful racing game that looks gorgeous and is fast and smooth. Now that on its own would be all very well and good but it's the sheer depth of the game and the slowly rising difficulty level of the challenges that will keep you playing for the weeks to come. The highest recommendation I can make is that this is, quite simply, one of the finest Saturn games I've ever played.

Dean Mortlock

4

5 Hit the ramp for much extra speed. 6 You've found another short-cut here. 7 To some of the characters (Sonic included) the water slows you down. Didn't know that, did you? 8 Yes, it is. 9 Hold on, haven't I seen this grab somewhere else before? Laura MacGregor... my office, NOW! 10 That's life, I'm afraid. 11 The two-player mode remains just as fast and smooth.

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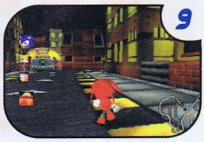

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The Chaos theory

As you'd expect with a *Sonic* game, there's the almost obligatory inclusion of more than a few Chaos Emeralds to find and, as per usual also, there's a healthy treat in store for you when you've got them all.

There are seven in all (dotted through the main four levels) and we could save the surprise for you and not spoil it by giving you the conclusion when you do manage to get them but because we want to prove we know what we're talking about and have actually got them, we will.

Sega claim that they're difficult to find but we actually have to digress with them on this point. Apart from a couple of more tricky ones, finding most of the Emeralds caused no problems whatsoever. Here's the one from the first track. It's likely to be the first one you'll find and is hidden behind the 50 ring door. To keep the emerald, though, you have to first collect it then finish the track in first place – a much harder task.

And this pleasing site is what greets you when you've collected them all. Remember Super Sonic from *Sonic 2*? The yellow fellow? Ah, yes... he's back. Plays very similar to the other Sonic, except he can run over water, is a bit faster and more difficult to control (obviously helpful) and is yellow. Obviously.

After you've discovered him, go back and play the time attack mode and watch those seconds fall off.

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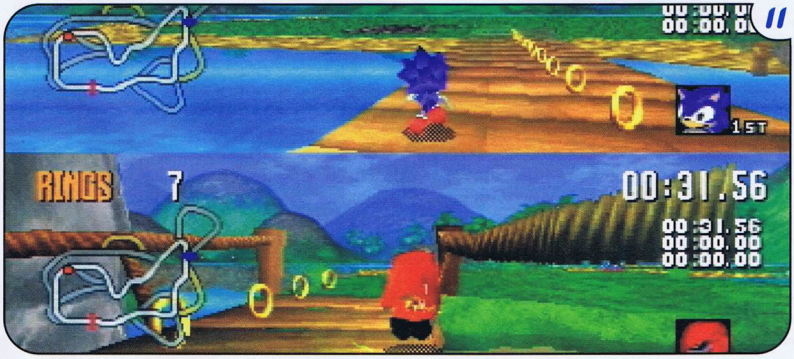

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COMPARISON

STREET RACER

▲ Pretty original for a driving game

▼ Tiny courses

Similar in that it's also a cartoony driving game full of humour, bonuses and extras. Quite playable, too... but it sort of pales in comparison when you shove it into the ring with *Sonic R*. A fine game, though, if you can get it at a reasonable enough price – which you should easily be able to do.

SECOND OPINION

Brilliant, accomplished, professional, polished... but two years too late. Had *Sonic R* appeared for the Saturn's first Xmas, Sega's 32-bit machine would undoubtedly be scoffing a larger share of the videogame market pie as I write. Not that, of course, I *would* be writing this. In an alternative dimension, a near-identical universe mirroring our own (but with subtle differences), *Sonic R* stayed at the top of the Gallup charts for months after its '95 release. And rightly so. It's an excellent game.

James Price

VERDICT

Graphics

10 The finest yet seen on the Saturn – and blimey, you should just see them moving.

Sound

8 The familiar beeps and whistles from the original Sonic games, plus the usual cringy tunes.

Group play

9 A couple of great two-player options and a great time attack mode. Loads for everyone.

Lifespan

10 There's loads hidden away and you'll be playing the time attack mode for weeks.

I found this one of the most refreshing and enjoyable Saturn games I've played for ages... if it's not the best Saturn game yet, then it's very close.

96

A bit of a natter

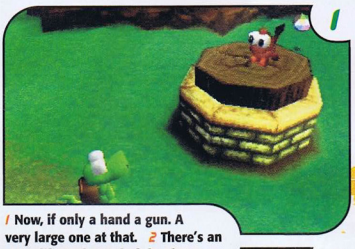
Way back in issue five we did a rather tasty feature on *Croc* (we still have a few copies available in back issues if you were STUPID enough not to buy it). One of the best parts of it (in our most humble opinion) was the stunning interviews with John Edelson of Argonaut and John Richmond of Fox Interactive. We thought it would be nice (and maybe add a certain, oh I don't know... flavour to the the review?) to print them again for you. A good idea, yes?

INTERVIEW NUMBER 1:

John Edelson is the General Manager at Argonaut and the perfect person to field a few questions on *Croc*. Take it away monsieur...

Were there any obstacles to overcome when programming it for the Saturn?

Yes. The Saturn is particularly non-standard machine which most developers and programmers have a lot of trouble getting their head



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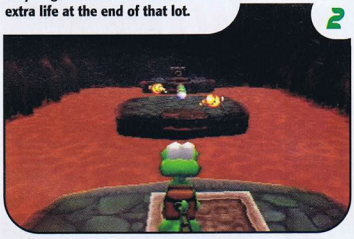
1 Now, if only a hand a gun. A very large one at that. 2 There's an extra life at the end of that lot.



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'At last a game about crockery!' Once again our clueless Editor makes a bit of a blunder in the crocodile-based 3D platform game.

Most new games tend to take inspiration from one source or another and the sad fact about this industry is that there appears to be very little in the way of original ideas coming through. You've got your driving games, your beat-'em-ups and your endless supply of football and other sport reissues (the EA Sports range, strangely, immediately springs to mind) and you can rest assured that as soon as an original idea is produced and successful then a million-and-one clones are sure to soon appear.

A perfect example of this theory is *Command & Conquer* (a game which itself is based on the old *Dune 2* game for the Mega Drive – written by the same company, Westwood). No sooner was it released than a whole host of clones (mostly inferior ones at that) started to appear on the PC. Another one, for you to fully appreciate the thrust of my ranting is *Doom*. Just think now how many clones and imitations there now are (again, mostly on the PC) based on that theme.

Now this leads us nicely on to *Croc*. While there's certainly a lot more of them starting to appear on the PlayStation, given the enormous success of *Mario 64*, it

Players	One	**Levels**	Around 50
Difficulty	Hard	**Release Date**	Out now
Top 100 Position	??	**EA**	☎ (01753) 549442

around. The fragmented memory and multiple processors is a potent but confusing architecture. Once our programmers mastered the basics, they had to learn how to pump out 3D performance which exceeds practically anything in the market place. Early on, we decided that we needed to create our own libraries for graphics, 3D, audio etc rather than rely on the Sega ones which, while powerful, were not flexible enough for *Croc*.

The audio on *Croc* is particularly ground-breaking for a Saturn game. On most levels of *Croc*, we have three types of audio. The sound effects are digitised sound kept in memory, the music is redbook audio played from the CD, and the ambient background sounds are MIDI. Overall this was a very difficult challenge on the Saturn and provides a very satisfying effect to the players.

And were there any restrictions that meant you weren't able to include anything?

Generally, our programmers and artists have matched ever feature from *Croc* on other platforms onto the Saturn. Sometimes, this required great creativity. For instance, we used transparency on PlayStation for the little stars when Croc smashes an enemy. On the Saturn, small outlined sprites were used which some people find to be a little more catchy than the transparent sprites. The real-time lighting on models was not possible however we have matched the real-time lighting effects by specific graphics to match the effect on the PlayStation. This has been cleverly done and we're particularly pleased with it.

Will there be many differences between all the versions?

Yes, each version is optimised to take advantage of the power and peripherals on that platform.

Can we expect a series of *Croc* games?

We certainly hope so.

So, sell Croc to me...

The first thing a player notices about *Croc* is the beauty of the environment, the smoothness of *Croc*'s animation, the fabulous ambient sounds (birds singing, bees buzzing, Croc tapping his foot) and the full music score. The next and most lasting impression is the total freedom and fluidity of running Croc around his 3D world. There is a sense of total liberty and of endless new possibilities. *Croc* is both a gamer's game and a game for novices. The novices find *Croc* intuitive as it teaches you to play and master skills. Experienced gamers will find *Croc* a major breakthrough in 3D gaming and will find more than enough challenge in the advanced, hidden and crystal levels.

INTERVIEW NUMBER 2: John Richmond

John is the boss of Fox Interactive in the States and, apart from being a joy to talk to, has one of the most enviable jobs in the business... deciding which of the masses of Fox Interactive films could be turned into a video game. But, for now, he's concentrating on building up the character and profile of *Croc*. Here's why...

Can you give me a brief history of Fox Interactive?

Croc

was only fair to expect at least one clone for the 32-bit consoles and *Croc* is that game.

The most immediate problem with converting something like that *Mario* game on to something like the Saturn is that the N64 is naturally talented in the 3D graphical department, where the Saturn has to work that little bit harder to produce something of an even vaguely similar quality.

Having said that, though, Argonaut have done a sterling job with the graphics. The animation of Croc himself, the backgrounds and the objects you interact with are beautifully drawn. There are some problems but I'll go into more detail on those in the summing up of the review.

If you've ever played *Mario 64*, then you'll have a pretty good idea of what to expect here. In its simplest terms, it's your common-or-garden platform game with the added novelty of a third dimension. Imagine *Tomb Raider* without the breasts or guns and you're getting somewhere close as to what to expect. *Croc*, though, is far more of a plagiarism of that *Mario* game than Lara's effort. There's the obvious cartoony comparisons but it doesn't stop there, oh no. From the way he jumps, to the style of level design to the bouncing on boxes to free the goodies, this is so close I'm surprised that Nintendo haven't tried to put an injunction on it.

Now imitation is the most sincere form of flattery (or so we're led to believe) and, it must be said, there certainly is a call for this sort of game – as, let's face it, there's only a couple of small reasons why anyone should think about getting an N64 and one of them's *Mario 64* so, on paper, it has to be seen as a welcome addition to the Saturn's fold.

Yeah, but what's it bloody like? Hmm, tricky one, that. At first we couldn't believe that *Croc* could look so good without any compromise to the gameplay and, to some degree, that's exactly what's happened. Sure, *Croc* does look superb. Everything about the graphical standard oozes quality and it's only

3 Take the lift to go back up to the main level. 4 The gongs are the exits to the next stage... as if you didn't know. 5 Original idea, this. Hit the different arrows to go backwards and forwards. 6 ...and a similar concept is at work here. 7 Push block=access to nice stuff, yes? 8 I think I'm in trouble, here.

The company was started two years ago, with the idea of first and formost taking Fox products and putting them into whatever form possible. This also means making sure that the format suits the titles and this has obviously worked so far as the first few titles (*Alien Trilogy*, *Die Hard Trilogy* and *Die Hard Arcade*) have been a huge success. We also make sure that we look at gameplay first; if a film or other licence doesn't look like it'll convert well, then we won't do it.

John, what's your life story?

My previous background has very little to do with video games or films, but I did spend the last 10 years at Disney – most recently as the vice-president of Disney attractions.

What do you look for when converting a film licence into a computer game?

We look at the underlying properties and try to understand what it could bring to a great video game or project. A lot of our films are based on action or science fiction and those, naturally, convert brilliantly into superb video games. As long as the game can truly capture the atmosphere of the film then we're happy.

How important is the Saturn to your future development plans?

Very. We've been extremely supportive of the Saturn since we started and we have big plans for the future, too. Starting with *Croc*, we'll be following that up with *Alien Resurrection*. We'll be supporting the Saturn through to the middle of next year at least. Then we'll be starting to show off titles for the next Sega machine, for which development has already started.

Really? For example?

***Croc 2* is already is development and you can expect to see that on the new machine when it's launched.**

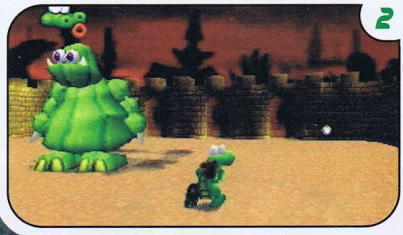
How did the acquisition of *Croc* come about when you usually stick to Fox-licenced products (such as *Independence Day* and *Die Hard Trilogy*)?

first and formost it was the game itself that attracted us. *Croc* has a lot of elements that attracted us. The character itself is attractive to younger gamers, whilst the deep, structured gameplay is attractive to older gamers.

Normally we take an established format and translate that into a video game or suchlike, this time around, though, we thought it would be interesting to do it the other way around. To see if we can merchandise *Croc* – there's already plans for a 3D animated cartoon for television and Fox Interactive are hoping to have an original product out every 18 months.

What film would you like to see made into a videogame, and why?

My personal favourite film is Fantasic Voyage and, hopefully, you might see some news on the possibility of a video game based on that film sometime in the not-too-distant future.


2

The fat controller

***Croc* is a case of another game that simply must be played with an analogue pad. Why? Well, the game's juuuussstttt about okay on the normal pad, but just for that smooth control and complete 3D 360 degree 'rushing about like a frightened chicken' feeling, you really want to play it with the analogue one.**

That, above, is a picture of a normal Saturn pad.

While this is a box that would probably contain a analogue pad. Oh, and that's a picture of a large grinning crocodile on the left.

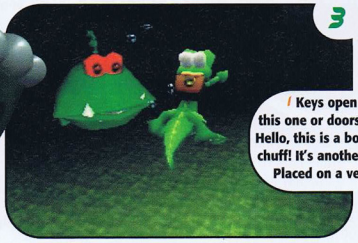
1

when you start to actually play the game (always a fatal flaw with this reviewing lark) that niggling doubts and problems start to appear.

The control in *Croc* is fine – more so with the analogue pad, with precision movement easy to manage (although there are a couple of points in the game where it let itself down, the underwater sections look lovely but moving Croc around them isn't and sometimes, on the smaller corridors, everything freezes up a tad and the view goes a bit squiffy). The camera movement is okay, with three separate views to choose from – although it's mostly infuriating because… you… can't… quite… see… what's… above… your… eye… line. More often than not you have to just leap up in the air to see what's laying in wait in front of you.

"Imagine *Tomb Raider* without the breasts or guns and you're getting somewhere close as to what to expect."

To avoid any horrible clipping problems, Argonaut have kept the levels very small. There's around fifty of them and each of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4

1 Keys open cages like this one or doors. Obviously. 2 Hello, this is a boss. 3 Split me chuff! It's another one! 4 A heart. Placed on a very nice platform.

View, what a scorcher!

Wandering through a 3D world is all very well, but it does tend to play havoc with ones game engine. Thankfully, though, Argonaut have included three pleasing (ish) views to allow you a better chance of seeing what's going on around you. Like I mentioned in the review, though, it's still very tricky to see anything that's above you.

VIEW 1
Completely and utterly useless. If you want to look at your feet and what's below a drop, then press (and hold, please) the X button and you can scroll around Croc using the controller.

VIEW 2
Now this one's inbetween the ridiculous high view and the best one (just wait a minute, I'll come to it in a bit), so it's not quite silly and, at the same time, not quite useful.

VIEW 3
The best one to choose. Sits nicely behind Croc to allow you to see enough of the level ahead to avoid falling into lava. Or suchlike.

those is split into usually three or four sub-levels. The problem with this is that you never really get any feel for one as there's usually a minor sub-task to complete and then it's on to the next one. Even with the clipping problems we know the Saturn would have to deal with, there's no reason why there shouldn't be some sprawling maze-type levels – I soon found myself wishing for something like that.

The first example of another problem with *Croc* happens on the first stage of the very first level – horribly enough. Running around is all very well but as soon as you hit a location that has more than about six feet of visibility in front of you, the whole engine goes into jerky slowdown.

I'm finding this a very tricky game to review. At the heart of *Croc* are some really good (although completely unoriginal) ideas, some beautiful graphical touches and a large enough game for most of us but, due to the design of *Croc*'s engine, the limits imposed by it have resulted in some decidedly limited gameplay. You wander through, collect a couple of gems, the odd Gobbo and fall into the lava (or suchlike) with increasing regularity and then it's on to the next one. There's a few challenges (collecting the five gems on each stage for the hidden level on each one and getting enough Gobbos to allow you access to the secret stages) but, sadly enough, most of the stages repeat the same old patterns.

Croc is a very good attempt at replicating THAT Nintendo 64 game (which is what we all hoped for, really) but, at the end of the day, you can't help feeling that the game should have a hedgehog in it and should have been developed by Travellers Tales.

Dean Mortlock

We've created a monster!

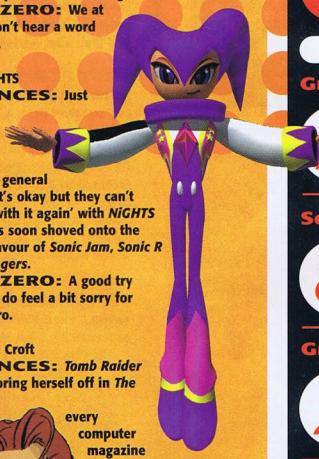
Character-based games are nothing new; there's nothing that shifts both a game (with the obvious sequel and merchandise potentials available) and a machine faster than a strong character and *Croc* is certainly not the first one on the market. Far from it, actually. There are loads on all the different formats (*Crash Bandicoot, Mario, Donkey Kong*) and others that have limited cross-over on various formats (*Bubsy, Mega Man,* etc.) but here's a few of the Saturn's favourites.

NAME: Sonic the Hedgehog

APPEARANCES: *Sonic 1, 2, 3, CD, Sonic Spinball, Sonic and Knuckles, Sonic Drift, Sonic 3D* (Mega Drive), *Sonic Blast* (Saturn), *Sonic Jam, Sonic R.*

GUEST ROLES: Showed up as a bonus character to race against in *Bug!* and also made a cameo appearance in *Shining Force 2*.

HERO OR ZERO: We at *Saturn Power* won't hear a word said against him.



NAME: NiGHTS

APPEARANCES: Just the one, I'm afraid... *NiGHTS*.

GUEST ROLES: The general feeling of 'well, it's okay but they can't really get away with it again' with *NiGHTS* meant that it was soon shoved onto the back burner in favour of *Sonic Jam, Sonic R* and *Burning Rangers*.

HERO OR ZERO: A good try certainly and we do feel a bit sorry for him... so yes, hero.

NAME: Lara Croft

APPEARANCES: *Tomb Raider 1, 2* (hmph!), whoring herself off in *The Face, FHM* and every computer magazine that ever went into print.

GUEST ROLES: The 'real life' Lara Croft, Rhona Mitra, has appeared at various computer shows to have her photo taken with shaking, sweating nerds and reinforcing every stereotype people associate with computer games players.

HERO OR ZERO: Zero. She'll carry on into the millennium, but can she have a reduction job done on those breasts please?

COMPARISON

TOMB RAIDER

▲ Still a marvellous piece of programming
▼ Where's the bloody sequel, then?

Tomb Raider (wrongly) drew a lot of comparisons with *Mario 64* as it was the first 32-bit game that successfully managed to mix 3D graphics and platform action – albeit in a far less cartoony way. *Croc* is similar only in that it creates a 3D world – although just not quite as well.

SECOND OPINION

There's no platform game starring Sonic – woe, lament – so the Saturn has to share *Croc* with PlayStation and PC owners. And, while the characterisation of the little fellah may be acceptable – plenty of cute noises and endearing gestures – his little platform world is... well, it's got no soul, say I. Everything looks pretty enough, there are plenty of assailants to stomp and platforms to jump on, but I for one have no real inclination to do so. And, with that being the case, I can't suggest you buy *Croc*. Unless, of course, you really want to.

James Price

VERDICT

Graphics — **9**
Very nice indeed. *Mario*-influenced, but plenty of polish. Jerky in places, though.

Sound — **8**
Excellent sampled speech for Croc and squeaks for the Gobbos. Good music tracks, too.

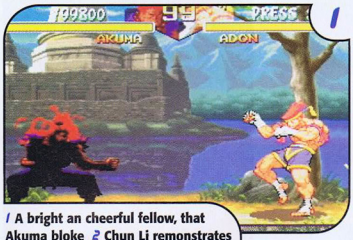
Group play — **5**
Like *Mario 64*, it's a pretty solitary affair. A two-player race might have been nice.

Lifespan — **6**
Loads of levels but it's very tough and they get very repetitive after a short while.

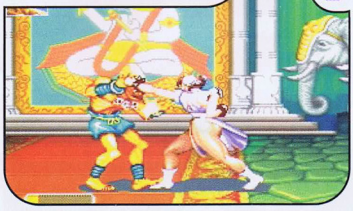
Maybe not quite the game we'd all been hoping for but a good attempt at recreating a game that was never really designed to be done on the Saturn.

80

Street Fighter



1 A bright an cheerful fellow, that Akuma bloke *2* Chun Li remonstrates with Dhalsim. He's strange.



Super Street Fighter 2

After milking the original *Street Fighter 2* for all it was worth with a series of updates, *Super Street Fighter 2* was the highly-anticipated semi sequel. At a glance, it appears a disappointing update – only four new fighters (the 'New Challengers' of the sub title), a few new backgrounds (but the 'signature' locations of the original characters remain the same) and a lack of speed when compared to the later *SF2* games. But, with a little more play, the subtle improvements become apparent – from Ryu and Ken's flying Hurricane Kicks to throwaway extras, like the ability to choose from six different character colours.

Is it A SIGNIFICANT IMPROVEMENT over the *Street Fighter* game that preceded it?

With the benefit of hindsight, yes. Criticised at the time for offering little in the way of new features, it's actually a better game than the later *SF2* releases. And that, after all, is what you want, isn't it?

BEST FEATURES

For the first time, Ryu and Ken have different kicks and punches. Also, while Ryu's mastery of the Fireball has increased, Ken performs better Dragon Punches. Other new bits worthy of mention include Fei Long's Rekka special (attacking punches accessed by a D, DF, F + X/Y/Z move that can be chained to make a three-hit combo), Chun Li's new power-up Fireball move and the utterly pants music. Elevator 'muzak' at best, I can't ever imagine playing *Street Fighter* to alternative aural accompaniment.

It'd be blasphemy, like. Finally, *SSF2* still features the now horrendously dated 'bonus' rounds, including the laughably dire 'smash the car up' farce. Marvellous.

WORST FEATURES

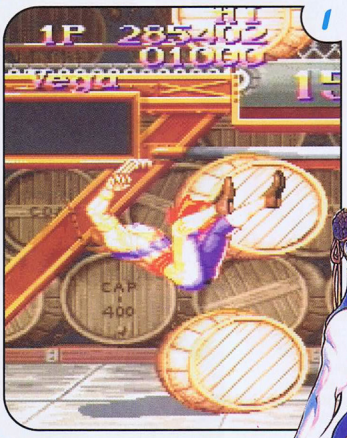
Very few. The balance that the *Street Fighter* games are so renown for is perhaps upset by Vega – he's just too bloody fast. In the capable hands of a beat-'em-up adept, Vega can beat anyone. His specials aren't brilliant – no projectile attack, for example – but his reach is incredible. No false modesty: I'm the best *Street Fighter* player I know. But even I struggle against Vega as Ryu on top skill level... and I can breeze past almost any other character. *SSF2* also suffers from slowdown, and there's no Turbo option you can use to level it out. Shame.

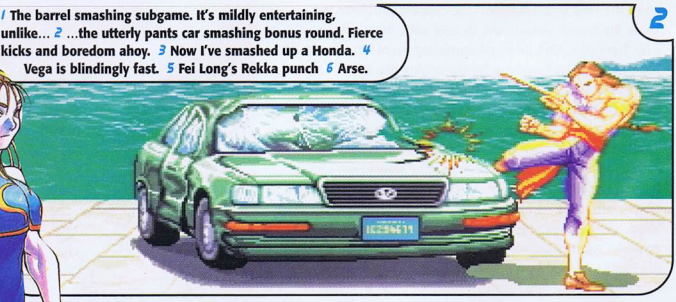
BEST SPECIAL

The Dragon Punch rules supreme. Powered down somewhat later *SF* games, it took me bloody ages to master that move. And I'm still crap at it, compared to others I know. Zangief has a few good throws if you can get close enough to use 'em, while Blanka's three Cannonball moves are bloody annoying to play against.

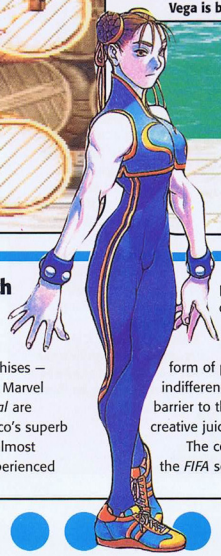
ARE THERE ANY GRATUITOUS 'schoolgirl showing pants' moments?

No, but Cammy – one of the four 'New Challengers' – wears a very revealing costume. And, in one winning pose, she turns her back on the camera and shows everyone her arse. Shameless.





1 The barrel smashing subgame. It's mildly entertaining, unlike... *2* ...the utterly pants car smashing bonus round. Fierce kicks and boredom ahoy. *3* Now I've smashed up a Honda. *4* Vega is blindingly fast. *5* Fei Long's Rekka punch *6* Arse.



Life's constants – birth, death and endless *Street Fighter* games. And why not?

Of Capcom's three beat-em'-up franchises – *Street Fighter*, *Darkstalkers* and the Marvel licences – the adventures of Ryu, Ken *et al* are enduring testaments to the Japanese softco's superb design skills. Differences between each (almost annual) update are subtle, but for the experienced player, almost every nip, tuck and cut is worthwhile. The *Street Fighter* family continues to grow – a would-be prophylactic in the form of public discontent or indifference remains insufficient barrier to the flow of Capcom's creative juices.

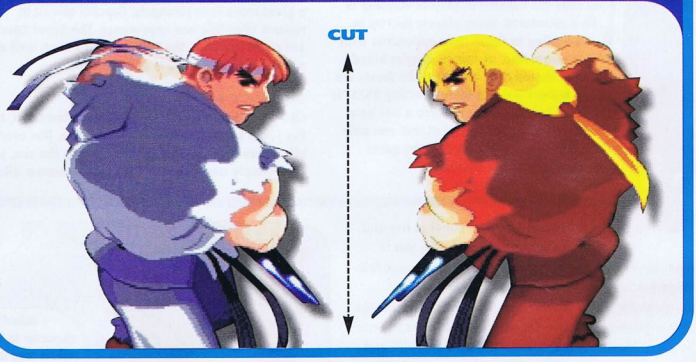
The commercial success of the *FIFA* series belies its struggle for a quality release; the *Strike* series now relies on FMV and slick production values to disguise its lack of progression from its debut incarnation; *Mortal Kombat* is moving into 3D and RPG spin-offs; Hudsonsoft's *Bomberman* is finding the transition between 2D and 3D a challenge, as the poorly-conceived N64 release *Baku Baku Bomberman* demonstrates. But *Street Fighter*'s lineage remains unquestionably

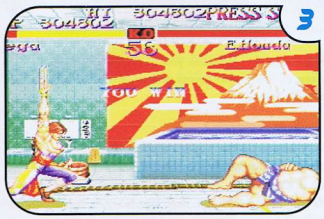
Players	One or two	**Characters**	Loads and loads.
Difficulty	User definable	**Release Date**	January
Top 100 Position	17	**Virgin**	(0171) 368 2255

Collection

Bordering on ridiculous

Sadly, *Street Fighter Collection* suffers the indignity of huge screen 'borders', like so many other PAL conversions of Capcom titles. It's a shame they're not prepared to invest a little extra effort in optimising the releases for European machines, but it's something I suppose we'll just have to live with. And, to help *Saturn Power* readers do so, we're offering this – Energy Bar Enhancers! Simply attach these Ryu and Ken cutouts to long lengths of card – approximately half the length of your TV screen – and have two bystanders move them back and forth in accordance with energy loss, thus concealing the top border. Hurrah!





7 Ken's Flaming Dragon Punch. 8 That's going to hurt, isn't it? 9 Guile's pretty handy with his throws. 10 Blanka's Cannonball moves are defensively superb.

Street Fighter Double Bill (and a bit) Pack – the decision to include *SSF2* as well as *SSF2T* is, in many ways, a mystery. Why not drop *SSF2* in favour of the original *Street Fighter*? Or, for that matter, the superior *Turbo* update? Like much in life, this is most likely a commercial thing. After all, to stay true to the promise of the *Collection* name, Capcom would surely have had to kill off the opportunity to release further *SF* compilations. And that just wouldn't do, would it?

Rather than natter on about each game in a confusing 'flowing text' review, I thought it'd be better to separate the three games out into a trio of mini reviews. And why not? But if you want a conclusion of any sort excellent. Many have raised the (quite justified) point that the differences between home versions have hardly been worth £40 or more. But couldn't one argue that the solution is simple: just buy the update you feel offers a sufficient number of improvements.

And so, inevitably, this: *Street Fighter Collection*. But the '*Collection*' of the title is perhaps misleading. Those expecting every *Street Fighter* game ever will be sorely disappointed, for *SFC* should perhaps be known as

1 Once upon a *Street Fighting* time, victory taunts were wonderful, cutting remarks. Who can forget Ken's classic line: "Go home and be a family man." Has a better winning taunt ever existed? New *SF* after-match insults are flat by comparison

Super Street Fighter 2 Turbo

The bridge over the gap between *Super Street Fighter* and the *Alpha* series. *Super Street Fighter 2 Turbo* introduces Super Combos. With each punch, kick and special, a power bar fills accordingly. Once this is full, players can perform their character's Super Combo. The end result differs for each character. Ryu, for example, fires a triple fireball, while Ken performs a three-part Dragon Punch. Finish an opponent off with such a move and colourful pyrotechnic effect is the reward for this 'super' finish.

1

2

Is it a SIGNIFICANT IMPROVEMENT over the *Street Fighter* game that preceded it?

In terms of number of new features and so forth, probably not. But the Super Combos do alter the balance of play. In wanting to be a smartarse, many players foul up in attempting to finish their opponents with such a move. And, of course, they're bloody powerful should they hit. The turbo levels are a good feature – on its fastest setting *SSF2T* is very quick indeed. There are also a few new moves. Akuma makes his debut, but you only get to fight him if you complete the game without using a single continue.

BEST FEATURES

Ryu's Strong Punch + Forward move. This launches him forward with a two-hit attack that can be followed with a number of different combinations. It's a great move that, strangely, Capcom saw fit to remove after this one appearance. The Super Combos are a brilliant idea, the Turbo settings work well and getting to fight Akuma is a challenge.

WORST FEATURES

Like *SSF2* there's a certain amount of slowdown, but the Turbo settings help reduce this. Also, like every other bloody *Street Fighter* game under the sun, you can't simply continue with the same character after losing a round – it forces you to sit through the loading of the player select screen and then back again. Madness.

BEST SPECIAL

Well, it has to be the super combos, doesn't it? Accessed by performing a certain 'standard' special twice in succession, these moves are initially tricky to perform. Once perfected, however, they're the ultimate humiliation for a luckless (or talentless) opponent.

ARE THERE ANY GRATUITOUS 'schoolgirl showing pants' moments?

Nope, but Cammy still flashes her backside. Harlot.

besides the ratings panel at the end of the final page, this is the text to read. *Street Fighter Collection* is – despite its arguable inadequacies as a compilation – a near-essential purchase for *Street Fighter* fans. The two *Super* games play a game of old-style *SF*, and for that they can only be applauded. Just consider *SFA2G* as a 'freebie', and you're getting a nice little package for your cash. Now roll on *Street Fighter 3* – if rumours we're hearing are true, it's a Saturn exclusive...

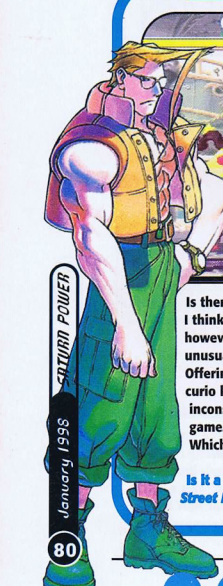
James Price

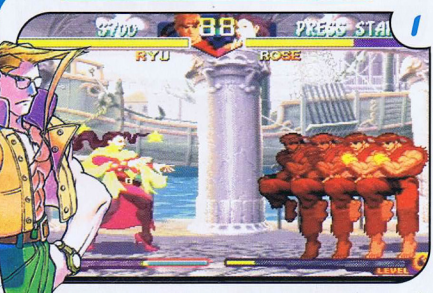
1

2

1 Rolento's a strange character to fight against; his combat style is very unusual. *2* *Super Street Fighter*'s character select screen. Just look at 'em all...

Street Fighter Alpha Gold





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Is there a better 2D beat-'em-up on the Saturn? I think not. *Street Fighter Alpha Gold* is, however, (and even by Capcom standards) an unusually slight refinement of its predecessor. Offering the odd new frame of animation, a curio known as Akuma Mode and other such inconsequential tat it is, essentially, the same game. But with 'Gold' at the end of its title. Which is nice.

Is it a SIGNIFICANT IMPROVEMENT over the *Street Fighter* game that preceded it?

No, no, no, no, no, no, no, no, no, no. It's *Street Fighter Alpha 2* with a few new bits and bobs added. Akuma mode will entertain Street Fighting adepts – it's particularly tricky – while the ability to access slightly different versions of certain characters will appeal to many too. Why bother hammering your friends with Ryu when you can easily access an alternative 'dark' version with Akuma-like teleporting abilities?

BEST FEATURES

The various modes are excellent, boosting the longevity of the ever-suspect two-player *Street Fighter. Alpha 2 Gold* is a fine-looking game. Its backgrounds are stunning, the characters well animated. Cast all thought of *King of Fighters '95* from your mind – SNK's derivative scrap looks decidedly dated by comparison.

WORST FEATURES

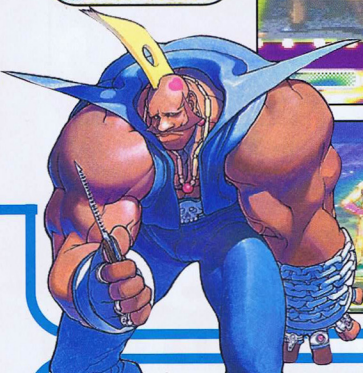
Well, I know it's hardly a flaw of gargantuan proportions, but why did Capcom choose to re-name the *Zero* of the Japanese version to *Alpha* in the West? Why is Gouki now known as Akuma? Couldn't the effort of changing these two minor details be better contributed to, say, eliminating the enormous screen borders? Just a thought. And, while *Street Fighter Alpha 2* is probably my favourite of all the *Street Fighter* games, I've never really warmed to the new characters. I still stick with Ryu. I've not actually tried any of the new faces, bar Akuma. What does that say to you? The *SSF* crowd seem to have far more personality.

BEST SPECIAL

The Super Combo finishes are excellent, as ever. They add a whole new dimension to a game of *Street Fighter*, encouraging a reckless type of play that can lead to either Super Combo Finish glory or the disgrace of a seemingly-impossible comeback by an opponent. Ken's special Dragon Punch is a good move to perfect, while Akuma and the 'dark' version of Ryu boast a novel teleporting move.

Any gratuitous 'schoolgirl showing pants' moments?

Yep. Sakura flashes her knickers at seemingly every available opportunity. Oh, those crazeee Japanese. And, with Cammy guesting as a secret character, it's odds-on she'll be flashing a bit of flesh. Capcom must not get out that much, I reckon.



1 Chun Li's SBK is still bloody silly. 2 Blanka's electricity move. 3 Fei Long's Super Combo Rekka punch. 4 Ryu getting his arse kicked... 5 ...and punched. 6 Cammy shows Bison who's boss.

1 'Dark' Ryu's more-than-useful teleport move. 2 Ahh... the old-fashioned kick in the face. You can't beat a bit of tradition. 3 It's usually a good idea to hire translators who can *spell*. 4 Ryu inadvertently snags his PJs on the Jump Jet...

COMPARISON

MK TRILOGY

▲ Well, it won't give you cancer or venereal diseases, I suppose...
▼ ...but it's still a load of old pants

I really, really don't like *Mortal Kombat* and I never have. I can appreciate some of its features – like the various 'alities – but it... it's... well, it's a load of old pants, as the above '▼' comment states. *Street Fighter* has always been better. And now I'll leave a line for Dean to make a comment... Dean – Well hell, I liked it.

SECOND OPINION

Don't get me wrong, I have always liked the *Street Fighter* games and there was a certain nostalgic appeal to this game that warmed me for a few hours, but I feel that if it was my review I'd have to knock about five percent off of James's score. Why? Well, my immediate thought is that anyone who wants a *SF* game will already own *SFA2* and anyone new should find it for a bargain price of around £25. I just don't think that there's enough here to warrant the new price tag.

Dean Mortlock

VERDICT

Graphics — **8**

***SFA2G* looks great, but the *SSF* games look just a little rough by today's standards.**

Sound — **6**

Glitchy in places, the traditional cheesy *SF* tunes are all in here. And rightly so.

Group play — **10**

***Street Fighter* at its best. There are few better two-player games.**

Lifespan — **9**

Against friends you'll almost never tire of it. And, with three games to master...

Well, what can I say? Brilliant, but not much of a compilation if you're not so hot on *Street Fighter*. If you are, however, it's a dream come true.

91

Object Of Desire

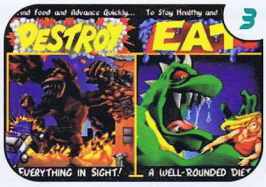
More things to collect than the village fete. Or something.

Ah money. The route of all evil. It's American though. Damn.

'Tis a little know fact that lizards are partial to *sponge*.

Grrr! Arghhh! Roooaarrrr! AAAAAAAAAAAAAAARRRRR!!!

This looks like an electronic hedge cutter. He ate it anyway.



1 Each level is preceded by a low-budget intro. *2* George, Lizzy and Ralph be-head a star cast. *3* A happy b-movie spirit infuses the action. *4* You're ultimate target. The source of that nasty toxin what mutated you in the first place. *5* It's an easy mistake to make, Lizzy. We've all done it. *6* Different bonuses exist for each of the characters. *7* Slug it out with the slug. *8* Foul play. Apparently.

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4
SCUMLABS
DEDICATED TO MAKIN TOXIC WASTE PALAT

GT Interactive's Monster Magnet finally hits the shops. It's a riot.

Rampage World Tour

Destroying things was always a favourite hobby. When I was younger nothing was sacred, the washing machine, the television set, even next door's cat – all couldn't escape the attentions of my eager prying hands, often waking to find their internal organs rearranged. Sorry Tibbles… poor Tibbles.

Anyway, I've grown up now and do more sensible things, like playing *Rampage World Tour* on the Saturn and destroying whole cities in the guise of King Kong. Ah, the nostalgia.

Bashing the buildings usually results in an inquisitive head poking out (ready for the plucking) or an object being left in the remains of the window that you just demolished which will either be a power-up (Kong's death roar for example) a bonus item (flag), poison or food.

> "Go on the rampage as one of three characters and destroy, eat or beat the living daylights out of anything or anyone that comes your way."

Originally an arcade favourite, mixing monster movie classics such as *King Kong* (Faye Wray being manhandled by Ray 'Clash of The Titans' Harryhausen's stop-motion giant ape, phew) and Godzilla (cult city-wrecking carnage-inducing Jap Tyrannosaur, don't ask) with a good dash of black humour and sickly funny characters, your mission should you choose to accept it is to go on the rampage as one of three characters and destroy, eat or beat the living daylights out of anything or anyone that comes your way. And come they do – swarms of helicopters, hoards of police with grenades, rocket-launchers and flame-throwers, a nasty assortment of tanks and finally a varied collection of futuristic planes, robots and spacemen in jetpacks. But that's not all. The said buildings that you can scale and rip to pieces have soldiers in them too. And there's plenty to destroy and plenty to eat in the terrified shape of members of the public, who retreat screaming and wailing as soon as you appear. Bless them.

George (the Kong-a-like) is hilarious, huge and cartoony with a really dopy expression and red nasty eyes. Lizzie is the Godzilla green lizard with

Food, Glorious Food

You'll need to eat to keep your strength up. Here are a few of the morsels available.

I do like to dine *alfresco*, you know. A nice bit of junk-food never did any harm.

And a lovely shower of water for afters is simply a treat, my dears.

Pluck this hapless chappie off the toilet and give 'im a good gnashing. Hurrah!

Chicken tonight, I do believe. Oohh my stomach. Belch! Parp! Rrriiiiiipppppp!

Players	One to two	**Levels**	Over 100 stages
Difficulty	Easy/medium	**Release Date**	December
Top 100 Position	57	**GT**	☎ (0171) 258 3791

First We Take Manhattan

Visit these cities and vent total destruction.

This is Edinburgh, Sean Connery's old stomping ground.

Come to New York and see the impressive skyline.

Washington DC has loads of Robocop-type robots.

Kankakee's really easy to demolish, but where is it?

6

7

8

the swishing tail and Ralph is the huge blue mutant wolf, who's slightly more apt to burst into flames than the other two. Take your pick and go bash-up downtown Manhattan.

Hazards include bars of soap, nuclear signs and poisonous items which induce your character to retch and spew rather gracefully on the sidewalk. More nasties include neon signs on the buildings, which gives you electric shocks, not a good thing by all accounts, lowering your precious health and resulting in much death if not avoided.

On the upside and it's a biggie, there's plenty of food to be eaten ranging from the traditional fare of hamburgers, chips and another personal favourite, a large ham – to more barbaric culinary delights such as people in their beds and the quaking pedestrians mentioned earlier.

It's completely gratuitous, sicker than a dead buzzard and funnier than a massive fart in a cathedral. The control method is easy peasey, with only three buttons at your disposal, so visiting total destruction and mega-carnage on your current city couldn't be easier – there are apparently more than a hundred to visit.

Jumping up and down on the rooftops beating your chest swatting at helicopters and gobbling up pedestrians is so much fun there should be an age restriction and battering away at the buildings to reveal people in bed or even better naked in their baths has the sniggerometer peaking away high into the red.

If you flip any flags buried behind the windows – from the stars and stripes to the good old British flag – then *RWT* takes you for the next round to, say, Britain where you can rip up your favourite city. Included in this fine selection are Liverpool, Dublin, Edinburgh and, ahem, Torquay. Landmarks are, on occasion, represented accurately enough and it makes a nice break from Las Vegas, Orange County and San Diego.

The reason for all this levelling of the land is that a nasty irradiated toxin has been released infected three unfortunate individuals (the monsters) who must roam the earth destroying all and sundry until they find Scumlabs, the source of the outbreak and let rip with the retribution.

The captions between rounds are another nice touch including the seminal "Puking is painful, watch what you eat" to the caption for Paris which states flatly, but accurately "You can diet when you get back." Indeed.

RWT is funny, slick, bursting with black humour and sports a taste-ectomy – providing an engrossing and fun time that doesn't tax the brain too much. The only real criticism is that the level design doesn't change remarkably and can become repetitive. And, if the truth be known, *World Tour* is almost a carbon copy of its aged predecessor. The few new moves, power-ups and backdrops do little to disguise a game design now over ten years old. But hell, if it ain't broke, why fix it? The two-player option is actually superb fun, as you can beat the hell out of the other player too.

So go on. Hit the north.

Iain White

COMPARISON

Dean Mortlock in the mornings

▲ There is no upside

▼ My god! The man's a monster!

While Dean's a charming and sociable individual after the eleventh hour of every morning, for the two hours prior to that he's a beast – and nothing but. Picking up little Lisa, he climbs to the top of Future Towers. With a sigh, we load up the popguns and start up the biplanes but, really, it's just getting *boring* now. Sigh. He'll grow out of it one day.

SECOND OPINION

Who needs progress? *Rampage World Tour* is more an update than a sequel; the addition of 'named' locations and better visuals fools me not a jot. Differences between the original and *World Tour* are few and far between. And why not? *Rampage* was a *top* game – simplistic, frenetic and it had a multiplayer mode. What more can you ask of an arcade game? However, despite *RWT*'s hundred-odd levels, I can't see it being a game people will play for months. But hell... this is the type of game that trade-ins were *made* for.

James Price

VERDICT

Graphics

8 Digitised, pretty looking and well thought-out. It doesn't push the Saturn, though...

Sound

6 Scary screams, blood-curdling roars and wailing sirens. Just like *NYPD Blue*.

Group play

7 Go on the rampage and rip it up with a pal. More fun than one player, that's for sure.

Lifespan

7 Over one hundred levels to play: this'll keep you going for a while, especially with two.

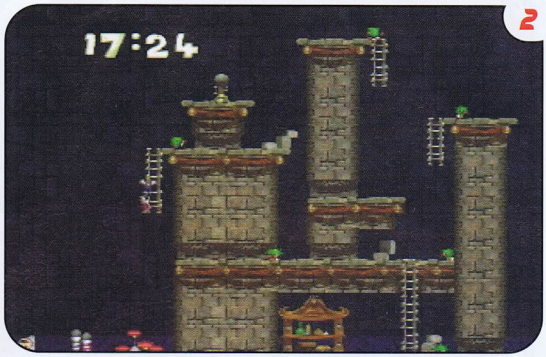
Platform carnage for the hooligan in all of us. Hilarious and amusing to watch as well as play. If only the level design wasn't quite as repetitive...

83

Solid As A Rock

Trash It's level designs are packed. Until you smash them to the ground, that is.

1



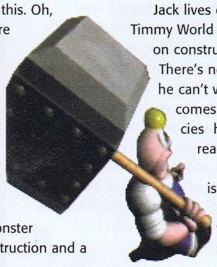
2

1 Climb up the chain and bash the little green menaces with all your might. *2* There's more running, jumping and bashing to be done in the castle ruins. *3* & *4* Here's that changing camera perspective in full effect. These are both separate levels. Can you spot the difference?

Trash It

Do you have an appetite for destruction? It's hammertime and Jack's got a massive tool...

Jack Hammer, star of *Trash It* must be a distant relative of the other great hammers in popular culture like Jan Hammer, Maxwell's Silver Hammer and MC Hammer. You just can't touch this. Oh, but you can. Bash the life out of it more like. Jack wields a nifty hammer and is also a dab hand at hoovering – so when he's not bashing up buildings, collecting Timmy Points and avoiding acid-spitting baddies he can do his bit for the environment.



Trash It springs from the loins of GT Interactive creators of the monster mash *Rampage*, reviewed only a few pages away. What it shares with its monster cousin is an unabated appetite for destruction and a certain clever/sick twist to its humour. There are weapons a-plenty including mobile cannons, exploding cakes (Hey student-aah) and a bomb-dispenser to dispatch the spiky green geezers (some of which spit acid, the blighters). Finally a hard hat protects you from falling masonry. You can also scoot 'round in a fork-lift truck which only appears during a later section known as Launchpad World.

Jack lives on the surface of Timmy World and he's THE expert on construction-destruction. There's no mallet created that he can't wield and when it comes to destructive tendencies he's seen the film and read the book.

> "Jack lives on the surface of Timmy World and he's THE expert on construction destruction. There's no mallet created that he can't wield..."

Evil Doctor Moonbeam (oh Christ...) is the obligatory mad scientist, hell bent on his quest to compact the entire universe, except the bit he lives in, into a sugar cube for his tea. But he needs Timmies to do it - the indigenous lifeforms of Timmy World. And they've evolved into an entire race of HAMMERS!!!

Dr Moonbeam goes off sprinkling his magic construction-inducing twinkle buds and hey presto – instant buildings. Out come the Timmies to deliver mass destruction and they run directly into Dr Moonbeam's Timmy traps. Jack's out there hammering like there's no tomorrow to destroy the fake erections but Moonbeam's hip to Jack's plan and has left nasties on the buildings to strengthen them. Jack has to save up Timmy points to get to the amazing hovering hammershop and buy a bigger mallet and hey presto – that's the game.

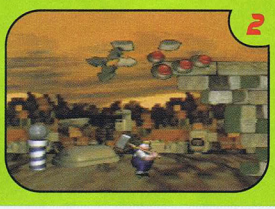
Thus you progress through a myriad of construction fantasy worlds finally to Moonbeam's layer and hopefully get to save the universe.

What you get from the off is a choice for one to four player action in Battle, Arcade or Quest modes. Each level is against the clock and comes across like a

Arcade Action

Hone those hammer and climbing skills with this useful animated walkthrough.

1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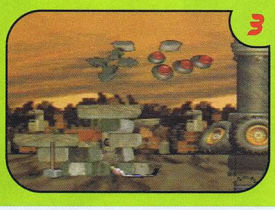
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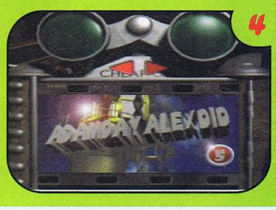
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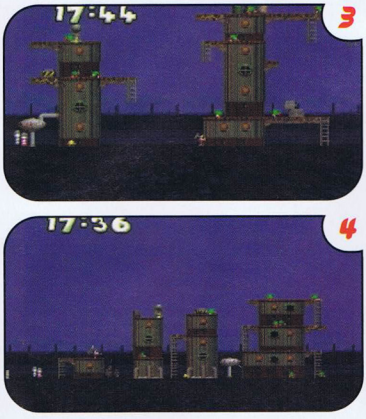
Players	One/four	**Characters**	One
Difficulty	Medium	**Release Date**	Out now
Developer	Rage	**GT**	☎ (0171) 258 3791



platform game with Mega Drive-style graphics and arduous, badly designed 'destruction' of various erections.

The start of quest mode has an option for a training walkthrough where pre-animated sections take your character through his paces with the mallet and hammer. It's a multi-level platformer too, somewhat in the style of *Lost Vikings 2* but without the teamwork... unless you're having a multi-player match that is.

Level one has a naggingly catchy whistle while you work honky-tonk accompaniment that underpins the engaging if somewhat limited graphics of the platform antics on screen. Jack's easy as pie to control except when he's hiding in his hat as the waddling becomes slower. He has a basic three moves at his disposal – side swipe, strike and down. Controllable hammers can unleash wave after wave of destruction in any given direction, and Jack's got a power stomp a bit like Croc's. He can also retreat into his hat when the going gets rough and waddle about a yellow blimp with feet until the danger is over. Very neat.

The trouble with *Trash It* is that it's a poor execution of an abysmal idea. The platformer has been done to death and whereas this really tries to do something new, what we have here, to put it kindly is dated stuff – slam it on next to *Tomb Raider*, *Pandemonium*, *Lost Vikings 2* or even *Sonic Jam* and it begins to look rather dated, spartan and blocky as buggery.

The retro-look fits in with the happy/sick smack-the-spiky-green-aliens-on-their-heads-with-a-hammer-and-watch-the-cartoon-blood-splatter-silliness of the gameplay. This is initially charming and easily playable (making an effort to patrol waters as yet uncharted in platformer land) but it could do with being a lot faster with more to do.

I didn't get very far after many hours of dedicated gaming. It's just too tedious and, with the reduced concentration span this encourages, too difficult. Whereas the level design is inventive and the various character abilities (like teleportation) spice up the whole brew, the residual problem of basic game-play still remains intractable. Unless you're a dyed in the wool platform fan, I'd give *Trash It* a wide berth.

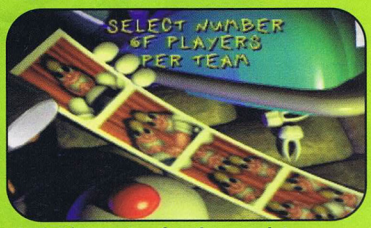
The camera angle has the habit of swinging unexpectedly outwards to afford a complete view of the present level, but this begins to induce a slight feeling of seasickness after a while and once 'zoomed-out' it becomes difficult to control the desired view as the characters appear as tiny sprites in the background. *Trash It* is a curious platform romp in the short-term. But the whole crux is based around climbing, hammering and collecting – good for the younger players but there's no real compunction for *Sonic*, *Tomb Raider* or *Pandemonium* aficionados to apply.

It's a simple, flawed idea and a relatively simple game. Full marks to GT for including the training mode. Ultimately though, the challenge and the samey gameplay begin to take their toll. It starts really well but you end up being bored to stone.

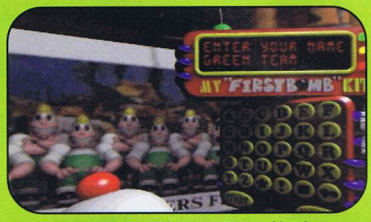
Iain White

Arcade Action

Play with up to three of your mates in arcade mode.

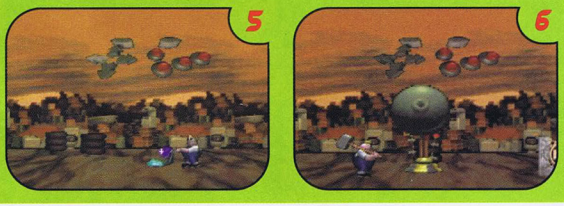


Simply select your team from these snapshots.



Battle Mode contains different numbers of levels...

...but they're all multiplayer races against the clock.



1 Jack gets a chance to practice the next level by tipping the dunce's cap. 2 Looks like a nasty bit of ledge. 3 It's OK to laugh when our hero's mercilessly crushed beneath the falling rubble. Doh! 4 Have you seen *The Full Monty*, then? 5 Hoover-up the dust for extra points. Go on! 6 Bash the gong to complete the level.

COMPARISON

Lost Vikings 2

▲ Vikings. Cool.

▼ Not everyone's cup of tea, these platform/puzzle hybrids.

Good fun Norse Play in a multi-player multicolour explore-'em-up blending logical puzzles and teamwork. Easy to get into with moustaches, horned helmets and gratuitous farting a-plenty. *Lost Vikings 2* is engrossing but after you've eventually completed all of the forty-odd levels, not much of an incentive to return.

SECOND OPINION

Trash It is, like EA's awful *Battle Stations*, a game that shouldn't have progressed beyond the basic concept stage. With a design flawed and uninteresting, *Trash It*'s release – and the fact that it was even *pro-grammed* – is, quite frankly, unbelievable. It's blatantly apparent that *Trash It* is a load of old pants. Woe betide anyone who spends their cash on it. Like Iain, for instance. I've just sold him the box ("a sled for your mouse, mate. And it's magic, too!") for £100. Heh heh heh. *Trash It? Tragic Shit*, more like.

James Price

VERDICT

Graphics — **5**

Blocky looking graphics that don't quite hit the mark. *TI* makes no real use of the Saturn.

Sound — **8**

Manic Miner*-style catchy house and club flavoured ditties. Excellent stuff! *(Eh? – James)

Group play — **4**

Up to four players, which I'm sure you'll agree constitutes one more than a crowd.

Lifespan — **3**

Well, it's a biggie but it feels too slow and the fun factor is difficult to maintain in the short or long term.

Flawed. *Trash It* is slow-moving, badly designed and utterly, utterly tedious. And on top of all that the graphics look really ancient...

51

Sega

Beat-'em-ups - don't you just lurrve 'em? From the ancient *Way of the Exploding Fist* to *Virtua Fighter 3*, smacking seven shades of shoeshine out of human- and computer-controlled opponents appeals to the violent streak in us all...

Dead or Alive

Released in: Japan ● Developer: Tecmo ● Publisher: Tecmo

My first impressions of this game were, 'been there, seen that, done that and bought the bloody T-shirt'. Every character reminds you of someone from a different game – except Zack, who's a ringer for Dennis Rodman. Appearances are not deceptive either. Fun as it is, *Dead or Alive*, being based on the same Model 2 technology, is very much like *Virtua Fighter 2*.

Like its illustrious inspiration, *DOA* features a host of punches and kicks; tactics and timing being more important than specials and combos. There are no 'magic' moves like fireballs or lightning attacks, no violent fatalities and you can't jump ridiculously high. Sound familiar?

The most appealing feature of *Dead or Alive*, though, is the counter move. Press it when a player's about to attack and you pull off an impressive dodge or counter-attack and it's this that opens up the gameplay to an impressive degree. But oh, how we all laughed embarrassingly at the 'Bouncing Breast' option, which makes female characters' boobs wobble like two jellies on a washing machine. This should suit types who look through the Freeman's catalogue for bra adverts.

Dead or Alive plays as well as *Virtua Fighter 2*, ie. brilliantly, but in common with most Japanese beat-'em-ups, it's not hard to beat. On 'easy' setting you hardly have to think about what you're doing, and 'normal' difficulty presents few problems – especially as you can continue indefinitely. Beat the boss on 'normal' difficulty or above and your character gets a new costume. Beat him with all the characters, and he becomes playable. This extends lastability; to see all the game has to offer you've an incentive (indeed, a need) to learn each and every character. It's a lot of effort for little reward, though – *Tekken 2* gave PSX owners a sub-boss as a playable character instead of a new costume, and further treats on completing the game with the sub-bosses.

Options such as Time Attack (see how fast you can complete the game), Survival Mode (one KO matches, no continues) and Kumite (take on a set number of challengers) add some lastability, but offer little more than customised settings.

Despite minor flaws, though, *DOA* remains a refreshing and beautifully-designed beat-'em-up. Tecmo have proved that AM2 *can* be bettered.

VERDICT

There's nothing incredibly original here but what is here is of an excellent quality. Whoever thought up the Boob Wobble Option should get a life – quickly.

STATUS

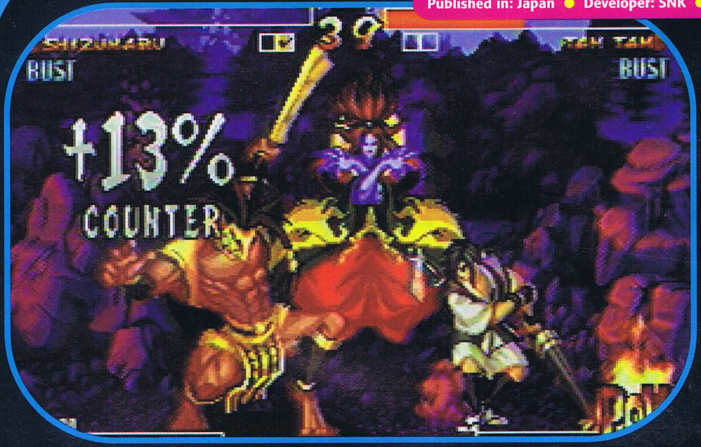
If it's released officially over here, it will probably be made tougher. Acclaim say it's possible, but no plans yet – there's always a glimmer with Sega, though... we'll keep you posted.

World

Many, many thanks to the wonderful Martin at Video Games Centre in Bournemouth for the loan of the games. They can be contacted on (01202) 527314 for copies of the games mentioned here and all your other import needs.

Samurai Showdow

Published in: Japan ● Developer: SNK ● Publisher: SNK



VERDICT

Purely or die-hard SNK fans only. There are plenty of better beat-'em-ups out there.

STATUS

There are no plans whatsoever to release this game in the UK... which is no great loss.

I'd better start with a word of warning: it's impossible to play this game on an English Saturn using a converter. For some strange reason, *Samurai Shodown IV* cannot be played without a RAM cartridge stuck in the cart port, leaving no room for your trusty Action Replay adaptor.

Soooo, unless you've a Japanese Saturn or a specially adapted UK model, you can't play *Samurai Shodown IV*. Don't worry though – you're not missing much.

It's a mystery where all this extra memory's gone. The cartoony graphics here wouldn't tax a Mega Drive, let alone a Saturn. Animation is sparse (to say the least) and after a particularly showy attack your character freezes for a second, ruining your timing and forcing you to go back to some more basic attacks.

There are loads of backgrounds on offer, all of which are nicely animated. Before each stage the camera scrolls downwards towards the ground before the contenders do battle, but surely this can't account for the extra memory? *Street Fighter 2* on the SNES had animated backgrounds that were equally complex, if not more so. Between fights you're given a map, your battles taking you from one area to the next. Sound familiar? Yes, *Street Fighter 2* again. Everything this game achieves on a CD-based wonder machine seems to have been done on a 16-bit cartridge-based console.

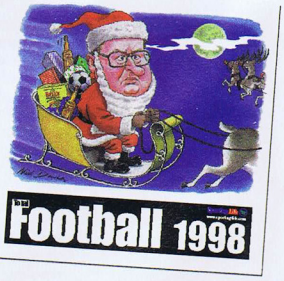
In a half-hearted nod to the *Mortal Kombat* series, *Samurai Shodown IV* includes buckets of blood when your attacks strike home. At least I think its blood; it's the wrong colour (the same shade of brown as stained underwear) and looks more like torn bedsheets than sprays of gore. It was bloody ages before I realised what it was supposed to be.

The game's not a total disaster. It has that uniquely Japanese feel that fans of SNK's Neo Geo conversions like so much, though it makes so few advances over *SSIII* (a few new characters and moves) it's not really worth getting if you already own its predecessor. There are many better 2D beat-'em-ups on the market. Check out *Dark Stalkers 2*, *Street Fighter Alpha 2*, *X-Men: Children of the Atom* or *Marvel Super Heroes* instead. Only *MSH* uses a memory cart, and even then it's not essential.

Reviews: Pete Coulson

Total Football

FREE! 1998 Calendar



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Issue 29 on sale December 4 **The Ultimate Fans' Mag**

Next Month

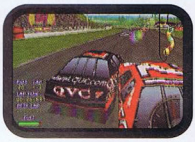
Christmas may well be a fading memory by the time you get our next issue, but there's still plenty of cheer in the Saturn world. Expect these festive nuggets in *Saturn Power* of your Earth number 10.

So, what will you be spending your Christmas money on?

Steep Slope Sliders
Shaping up to be one of the more interesting releases in the new year, *Steep Slope Sliders* gets the full and definitive review next month.

House of the Dead
Another eagerly-awaited title, there should be an early Saturn version knocking about for a preview.

NASCAR '98
It may not be *Destruction Derby 2*, but initial impressions look positive for EA's racer. A review should follow next month.



Riven
The sequel to *Myst* should be out in February and we'll hopefully be able to bring you a newsy/previewy/featurey thing on it.

...other snippets on:

NBA Action '98
Burning Rangers (Hell, you never know)
Atlantis

We've got a couple of pukka features lined up for you next month and hey, more than a few surprises. So kids, don't forget... same time, same place, same utterly brilliant quality.

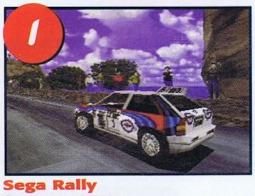
SATURN POWER

ON SALE NEW YEAR'S EVE!

TOP 100

A predictable top ten entry this month in the desirable form of *Sonic R*, plus new faces in the form of *Touring Car*, *Croc*, *Rampage* and *Street Fighter Collection*, which replaces *Street Fighter Alpha 2*.

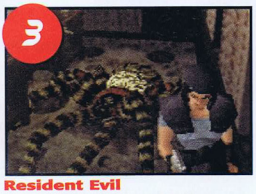
Take a close look at the top twenty games in the SP100 – if you're thinking about what you'd like to spend your Christmas money on, these are the titles you should be considering...



Sega Rally
Sega • 97%

Sega Rally is, after a year of its release, still the best moment of Saturn gaming possible. After nearly one hundred reviews since that glorious moment, *Sega Rally* hasn't been beaten by any of them. The arcade original was stunning enough. PlayStation-owning chumps may have scoffed when Sega mentioned their conversion plans, but how hastily they had to eat their rashly-spoken words when the finished version appeared to us. Like a vision it is. The way it moves, the smoothness and the indescribable 'feel' of the cars is superb.

Best points: Shaving half a second off your best time in ghost mode and coming first on the Lakeside track for the first time. Getting to grips with the handling of the Lancia Stratos.



Resident Evil
Sega/Capcom • 95%

"One of the best console games I've ever played" said Dean when he reviewed *Resident Evil* in **Saturn Power** issue five. He really wasn't kidding when he says *Resident Evil* is good. With an atmosphere unrivalled by any other Saturn adventure, its sheer size and scope is far beyond what you'd expect. By a frighteningly close poll in the **Saturn Power** offices, *Evil* steals *Tomb Raider*'s number three spot...

Best points: The fact that it's genuinely frightening at times; if you can play *Resident Evil* without jumping at least once or twice, you're made of strong stuff indeed. The graphics: beautifully rendered, shaded to perfection. Also, let's not forget how truly massive *RE* is – completing it will take time...

Fighters MegaMix
Sega • 95%

The ingenious idea of mixing two of their best fighting games together and including a whole bunch of new characters has paid off dividends for AM2 with this. *Megamix*'s are slightly lower in resolution to, say, *Tekken 2*, but the depth of gameplay and amount of characters, moves and options easily outweigh this non-problem. Arguably the finest beat-'em-up on ANY console... but, with *VF3*'s release looming ever closer, its crown could be pinched come the Yule period...

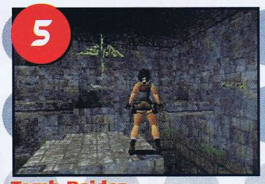
Best points: The choice of characters, hidden extras and options are ideal for both one and two players. Getting *VF2* and *Fighting Vipers* in one package, essentially.

And, of course, getting to kick people.

Sonic R
Sega • 96%

Well, what can we say? A unique, eminently playable racing game featuring Sonic, a stunning example of Saturn programming and, above all, an essential purchase. *Sonic R* fuses Sonic Team design skills with the abilities of talented Britsoft developer Travellers Tales. The result is an engaging, addictive and polished release. Many may have hoped for a *Mario*-style debut for Sega's pet hedgehog. That Sonic chose to make an off-beat racer to be different is worthy of much praise indeed.

Best points: The graphics are, quite simply, *stunning*. Few Saturn games can rival *Sonic R* in terms of visual accomplishment. Although it lacks a proper 'championship' mode, there are enough features to keep almost everyone happy.



Tomb Raider
Core • 95%

Another drop (with *Sonic R* to thank) but, again, that's no black mark against this true next-generation platformer. The graphics, depth and freedom to the gameplay in *Tomb Raider* are like no other. If you don't yet own a copy, go get one now.

As platform adventures go, *Tomb Raider* is the best on the Saturn. By far. Nothing comes close to its scope, vision or variety of experiences offered. Core's classic had more in the way of originality than almost every other release of 1996. An essential purchase.

Best points: Getting eaten by a dinosaur, impaled on spikes or falling ten platforms down and, despite being aware that it's only a game, wincing. Shooting a wolf with a shotgun. We could go on...

Duke Nukem
Sega • 94%

With *Duke* being the first UK Saturn game with an adult rating, we have bad news for the under-18s – it's excellent, truly excellent. *Duke Nukem 3D*, one of the best PC games available for the past year or so, is just as impressive on Sega's black lunchbox. Almost everything that made the original so fine has survived the conversion process – the secrets, the puerile sense of humour, the detail... and more besides. Will *Quake* make as much of an impression on the **Saturn Power** team? We do wonder...

Best points: It looks good, plays better – the speedy *Exhumed* engine once again performs wonders on the Saturn. The three cut-scenes between sections are worth a few sniggers, too...

NiGHTS
Sega • 92%

It still has its critics, but there's nothing (on any format) to rival the original and delightful experience you get from playing *NiGHTS*. Less of a computer game, but more of an bizarre encounter. Many made the mistake of putting *NiGHTS* and *Mario 64* head-to-head for comparison, which isn't really fair or right. *NiGHTS* was never intended to be like Nintendo's creation; it's an altogether different experience. To enjoy it as it was intended, though, you need Sega's analogue pad. With it, *NiGHTS*' many moves, tricks and stunts are a joy to perform.

Best points: Pulling off a really large link or putting together an impressive series of twists and turns for extra points is very satisfying.

Virtua Fighter 2
Sega • 96%

What can we say? We could argue about the merits of *Virtua Fighter* verses *UMK3* or *Tekken 2* for days, but the game is still a remarkable achievement in console development. A very accurate conversion and all the moves, too. Disregarding its brilliant visuals – everyone must be aware of how good they are by now – *VF2* is an advance over its predecessor in that it embraces 3D a little more firmly. It's still not a true 3D fighting game (at the time of writing, there's no such thing on any format) but some of its characters do perform moves that your average 2D fighter couldn't even imagine...

Best points: Hi-res mode is used to full effect to produce some stunning graphics and the animation and response time is excellent.

Sega Worldwide Soccer '98
Sega • 90%

Remarkable – an update of a soccer game that can be said to be an improvement over its predecessor. *SWWS '98* uses the same engine as the '97 version, but tweaks to the console AI and goalkeeper skills make it a much better one-player game. With two, it's still one of the best Saturn games money can buy.

Other key changes include slightly faster action, club teams – with real names and characteristics – and a new front end, replete with the odd new option.

Best points: The club teams add authenticity; strange as it may seem, scoring with Shearer is much more satisfying than with a player named after a Sega employee *a la WWS '97*. And it's a much better one-player game. Recommended.

Wipeout 2097
Psygnosis/Sega • 92%

One of the best racers for the Saturn. For months we coveted a Saturn conversion of *Wipeout 2097* and, when it first arrived in the **Saturn Power** office, we were quite frankly stunned. We'd spent so much time speculating how good it could be that, when it turned out to be bloody excellent (and it undoubtedly is) we were somewhat at a loss. Well, you know what we mean.

Best points: Eight tracks, each with their own array of hazards, weapons and power-ups that actually have a bearing on the racing and, unusually, improve it... we could enthuse all day and still not scratch *Wipeout 2097*'s considerable (and, metaphorically speaking, gold-plated) surface. Brilliant.

Exhumed
Sega • 91%
Expect a *Doom*-style blast and you'll be disappointed. *Exhumed* is a shoot-'em-up adventure with few peers. A year after release, it's still a brilliant showpiece for the Saturn.

Daytona USA: CCE
Sega • 91%
Just skirts around the large trim of the top ten by being another disappointing conversion of *Daytona* for the Saturn. More tracks and the like, but it still isn't enough.

NHL Powerplay Hockey '97
Virgin • 92%
By far the best ice hockey game on any format. Smooth, brilliant to look at and superb to play, Saturn *Powerplay* is also better than on any of the other formats.

Puzzle Fighter Turbo 2
Virgin/Capcom • 81%
Bust-a-Move 3 has a slight edge over Puzzle Fighter, hence its entry at a position above. But PF is still an enjoyable, novel puzzle game. It's an excellent two-player game.

Virtua Cop 2
Sega • 92%
The cream of the light gun game milk – outside the arcades, at least. Average with pad alone, it's with the requisite peripheral that *Virtua Cop 2* is the sharp-shooting king of its genre.

Street Fighter Collection
Virgin/Capcom • 90%
An updated version of *Street Fighter Alpha 2*, *Super Street Fighter 2* and *SSF2 Turbo* justify the 'Collection' of the title. For *Street Fighter* fans, this is an essential buy.

Night Warriors
Virgin • 91%
If it wasn't for the technical advancement of *Street Fighter Alpha 2*, we'd have to plump for this. The characters and special moves are in a world of their own.

Dark Savior
Sega • 91%
Programmed by the *Landstalker team* and a appealing action RPG. There's certainly enough gameplay to appeal to all types, but enough puzzles to keep the thinkers among us happy.

Die Hard Trilogy
EA/Fox • 91%
Arguably the best movie tie-in you'll find for any format, simply because the three games include have little in common with their supposed subject matter but play very well indeed.

Marvel Super Heroes
Virgin/Capcom • 94%
One of the most visually-impressive 2D games ever created, *Marvel Super Heroes* is a mad explosion of pyrotechnics and 30-hit combos. We like. You'll like, too. We promise.

Bomberman
Sega • 91%
The *Bomberman* games are possibly the best two-player blasts money can buy. Saturn *Bomberman* offers ten-joypad action and a wealth of one-player options. Superb stuff.

Thunderhawk 2
Core • 91%
Released well over a year ago, but still an impressive way to show the graphical capabilities of the Saturn. Plenty of missions and the polished gameplay we've come to expect from Core.

Quake
Sega • 91%
Technically brilliant, wonderfully refined for console and well converted by Lobotomy: *Quake* is a fine game indeed. However, it's just not as good as *Duke* or *Exhumed*.

Command & Conquer
Virgin • 91%
Some may argue that *Command & Conquer* (being a PC strategy conversion) was always going to have a limited appeal, but some ain't many. A fine brain teaser.

Tunnel B1
Ocean • 90%
Another case (maybe) of style over content, but *Tunnel B1* manages to give us an extremely fast and smooth game that manages to appeal to the masses, nonetheless.

Soviet Strike
EA • 87%
The famous *Strike* series makes it to the Saturn in a moderately successful way. The landscaped graphics may look highly realistic, but it's a bit more jerky than it should be.

Manx TT
Sega • 91%
Perfect's conversion of Sega's popular AM3 arcade racer is accurate, fast and addictive. It ain't *Sega Rally* but then, what is? Top marks for 'sheep racing' mode, too…

Sonic Jam
Sega • 92%
The best retro compilation we've seen to date. Compiling four of the best 2D platform games into one £35 package – with free extras too, mind – is an almost altruistic move by Sega…

Bust-a-Move 3
Acclaim • 91%
A hopelessly addictive puzzle game. It's not a significant step forward from its predecessor, but it's still bloody good fun. And, retailing at £30, it's not too pricey, either.

Pandemonium
Sega • 88%
A good conversion of the PlayStation original, with little sacrificed during the port. *Pandemonium* may not be a 'true' 3D platformer, but it's still great fun.

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Highest Entry
Sonic R (4)

Saturn Power Top 100

"Take me to your lead... *ugh!*"

Five Top 100 games that advocate the slaughter of extra terrestrials.

1 Duke Nukem 3D (6)
2 Alien Trilogy. (37)
3 Darklight Conflict (66)
4 Enemy Zero (75)
5 Space Hulk (87)

A load of balls

Top 100 games that offer sporty action with spherical objects.

1 Duke Nukem 3D (6)
2 WWS '98 (9)
3 Virtual Golf (83)
4 NBA Jam TE (89)
5 Actua Golf (93)
6 Tennis Arena (98)

SP's fave games of the month...

Steep Slope Sliders (SP100: N/A)
Wow. An *amazing* snowboarding game. Review next issue.

Dead or Alive (SP100: N/A)
Feature this issue, page 22..

Street Fighter Collection
Reviewed this issue, page 78

Deathmatch Quake (SP100: N/A)
Sorry. But Deathmatch *Quake* on PC or Mac is bloody excellent. And, without a Netlink version...

Sonic R (SP100: 4)
Wow. Reviewed on p68.

Croc (SP100: 36)
Reviewed this issue, page 74.

Rediscovered!

EXHUMED

Sega • 91% • Top 100: 11

Exhumed was Lobotomy's Saturn debut. With *Duke* and *Quake* doing the business at the moment, it's possible that *Saturn Power* readers may have forgotten this gem. Mistake. *Exhumed* is no *Doom* clone – it lies somewhere between *Duke Nukem* and *Tomb Raider*, but favours the former's first-person perspective. It's also very, very fast indeed. With transparent water effects, stunning lighting and detailed rooms, it's a better looking game than *Duke*. If you don't own a copy of *Exhumed*, you should go out and buy one now. You could pick it up for less than thirty quid. A bargain, no less.

Virtual On
Sega • 88%
Any game with huge robots fighting each other with multiple weapons is bound to go down a storm, and this AM3 arcade conversion is pretty true to the original.

Alien Trilogy
Acclaim • 83%
A great licence – putting *Aliens* in a *Doom* environment should've made it the best game yet. Probe (the developers) should really have made more of the opportunity.

Torico
Sega • 83%
Programmed by the team responsible for the woeful *Mansion of Hidden Souls* but far, far better, *Torico* offers visuals, plot... but rendered graphics make for very little freedom.

Dragon Force
Sega • 90%
It's a niche title with RPG overtones many will find off-putting, but *Dragon Force* is a truly unique release. With eight scenarios to play through, it offers good VFM, too.

Swagman
Core • 86%
Eclipsed by stablemate *Tomb Raider*, many will dismiss *Swagman* without a second's thought. Mistake. It's by no means a classic, but it is playable, polished and packed. Give it a try.

Olympic Soccer
US Gold • 83%
Olympic Soccer's graphics are awful, but its gameplay is fast, there are lots of easy-to-access moves and it plays like a dream. Still... doesn't really matter now, as we have *WWS '97*.

Last Bronx
Sega • 85%
In many ways a step back from the superlative *Fighters MegaMix*, *Last Bronx* is a game for beat-'em-up enthusiasts. Others may find it somewhat derivative, not to mention limited.

Panzer Dragoon ZWEI
Sega • 80%
Multiple routes, better graphics and improved gameplay make *Panzer Dragoon ZWEI* a worthwhile sequel to the flawed original. An RPG version is currently in the works.

Victory Boxing
JVC • 82%
Build up your fighter and fight through to the champ. Then there are hidden characters ahoy and plenty of extra moves. Plays well, too – especially in two-player mode.

Wipeout
Sega/Psygnosis • 87%
The game that most Saturn owners wanted to see and nicely put into the shade by the brilliant conversion of *Sega Rally*. Still one of the better racing games, though.

Street Racer
UbiSoft • 84%
The closest you'll probably ever get to *Mario Kart* on the Saturn, but that's where the comparison ends. Playable enough, but the courses should be larger.

Athlete Kings
Sega • 87%
Another Sega Titan board conversion and one of the best you'll find. *Track 'n' Field* at its best, but a couple more events and a four-player option would've led to a higher score.

Warcraft 2
Electronic Arts • 88%
Lacking the superb multi-player capabilities of the PC original, *Warcraft 2* is a somewhat disappointing conversion from EA. But quality gameplay will always out – it's still great to play.

Shining the Holy Ark
Sega • 89%
Despite a slow-moving and unsatisfying combat system, Sonic Team's 3D RPG has a lot going for it. Varied locations, reams of text and pretty pictures are *Ark*'s contributions to the *Shining* cause.

Spot Goes To Hollywood
Virgin • 82%
An isometric platform game with 7-Up's bullet-point circle bouncing all over the shop. Much like *Sonic 3D*, *SGTH* just has more colours than its Mega Drive equivalent.

Croc
Fox Interactive/EA • 80%
The first 'true' next-gen platformer for the Saturn? No. *Tomb Raider* has that honour. *Croc* is the first *Mario*-style platformer for Sega's 32-bit box. It's not bad, if a trifle flawed.

Mortal Kombat Trilogy
GT Interactive • 81%
Saturn owners have had a fair wait for *MKT* and, in many ways, it's a disappointment. It lacks the lustre of Capcom's games, loads slowly... the list could go on. One for the enthusiast.

Fighting Vipers
Sega • 84%
The arcade original was popular in Japan but never really made an impact elsewhere. The developers wisely opted for a lower resolution and better graphical effects.

Sonic 3D
Sega • 90%
One way of looking at this is that, as his debut, the first Saturn *Sonic* game should've been more original. Another, though, is to just appreciate it for the good game that it is. YOU decide.

Jonah Lomu Rugby
CodeMasters • 79%
Its subject matter may not be of great interest for many, but Jonah Lomu Rugby is a distinctly playable rendition of its sport. It's rather slow, but nothing's perfect, eh?

Lost Vikings 2
Interplay • 82%
A pleasing blend of platform action and logical puzzles, *Lost Vikings 2* is a great update of its 16-bit predecessor. It's full of horned helmets and everything...

Mystaria
Sega • 82%
An RPG in 3D an large enough to lead to sky-high electricity bills. Battle scenes can take up to an hour and there are loads of places to explore. Arguably the best RPG for the Saturn.

Ultimate MK3
GT • 94%
A fall from grace for *UMK3* this month: from top ten to this, the mid-table position most premier releases dread. It's still recommended for fans, but Capcom games are plainly better.

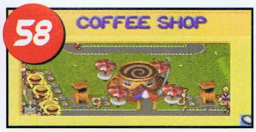
Mech Warrior 2
Activision • 79%
A decent conversion of the popular PC title, *MW2* is flawed unless you're playing it with an analogue pad. You could also argue that Activision were wrong to remove the strategy of the original...

Baku Baku Animal
Sega • 85%
Clearly based around *Columns* and *Mean Bean Machine*, AM2's *Baku Baku Animal* manages to be original enough to warrant the amount of interest it deserves.

Rampage World Tour
GT Interactive • 83%
An update of the fondly-remembered *Rampage* with scrolling playfields, better visuals and a few new features... but little more. Great fun as a multiplayer game, though.

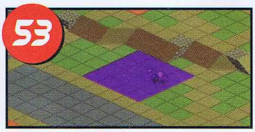
King of Fighters '95
Sega • 90%
A beat-'em-up for fighting game purists. Despite its usage of a performance-enhancing ROM cart, *KOF '95* is still inferior to Capcom's *Alpha* games, but enthusiasts will love it regardless.

Pro Pinball: The Web
Empire • 84%
Clever table design and great graphics (not to mention a soundtrack by Bruce Foxton – formally of The Jam) make this the best of its type. Only one table, though! Arse!



Theme Park
Bullfrog • 92%
Is classic too small a word? Possibly, but that's what *Theme Park* has turned into. Very original and completely engrossing. Sadly, Bullfrog have now turned their backs on Saturn development.

Bug!
Sega • 76%
Originally very appealing, we soon realised *Bug!* to be an almost impossible game to complete. The levels are fair too large with not enough restart points.



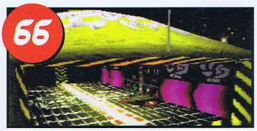
Sim City 2000
Sega • 90%
Completely anal and sad, but (like *Theme Park*) seems to be frighteningly addictive as you build up your towns and cities – only for monsters to destroy them.

Discworld 2
Sega • 80%
A vast improvement over the original *Discworld, D2: Missing, Presumed...?* is an enjoyable if limited adventure. Its puzzles are by and large logical, but it's perhaps a little easy to complete.

Alone in the Dark 2
Infogrammes • 88%
Very French and fairly tricky, *AITD2* manages to translate well to the consoles and is large enough for most people. Lots of stops and starts, though.

Hexen
GT • 84%
Compared to Rage's conversion of *Doom*, *Hexen* is a veritable masterpiece. However, it does have its fair share of flaws. Give it a try if you're bored of *Exhumed*.

Grid Run
Virgin • 89%
One of the most original games of last year and a fun little affair as you play high-tech 'tag' with a multitude of aliens and the like. Better when played in split-screen two-player mode.



Darklight Conflict
EA • 76%
First-person space combat games are two a penny on the PC, so it's rather surprising that this inoffensive effort from EA is the Saturn's first. Worth a look if you like this type of thing.

The best racing games

1 (1) Sega Rally
2 (4) Sonic R
3 (10) Wipeout 2097
4 (15) Manx TT
5 (16) Daytona USA: CCE

The best shoot-'em-ups

1 (6) Duke Nukem 3D
2 (11) Exhumed
3 (12) Virtua Cop 2
4 (13) Die Hard Trilogy
5 (14) Quake

The best beat-'em-ups

1 (2) Fighters MegaMix
2 (8) Virtua Fighter 2
3 (17) Street Fighter Collection
4 (18) Marvel Super Heroes
5 (22) Night Warriors

The best adventure games

1 (3) Resident Evil
2 (27) Dark Savior
3 (38) Swagman
4 (41) Shining the Holy Ark
5 (54) Hexen

The best football games

1 (9) Sega Worldwide Soccer '98
2 (44) Olympic Soccer
3 (95) FIFA '97
4 (NR) Actua Soccer Club Edition
5 (NR) Striker

The best other sports games

1 (21) NHL Powerplay Hockey
2 (45) Victory Boxing
3 (46) Athlete Kings
4 (73) Madden '98
5 (83) Virtual Golf

The best strategy games

1 (19)	Command & Conquer
2 (31)	Dragon Force
3 (35)	Warcraft 2
4 (50)	Mystaria
5 (53)	Sim City 2000

The best platform games

1 (5)	Tomb Raider
2 (20)	Sonic Jam
3 (30)	Pandemonium
4 (47)	Cool Spot GTH
5 (49)	Sonic 3D

The best puzzle games

1 (25)	Bust A Move 3
2 (26)	Puzzle Fighter
3 (51)	Baku Baku Animal
4 (59)	Grid Run
5 (NR)	3D Lemmings

Top 100 casualties to date...

Casper (Interplay)
NHL '97 (EA)
PGA Tour '97 (EA)
Myst (Sega)
Road Rash (EA)
Worms (Ocean/Team 17)
Guardian Heroes (Sega)
Robopit (THQ)
Tetris Plus (Jaleco)
Actua Soccer Club Edition (Gremlin)
Scorcher (Sega)
Loaded (Gremlin)
Shining Wisdom (Sega)
Amok (Sega)
Slam 'n' Jam (BMG)
WWF Wrestlemania (Acclaim)
World Series Baseball 2 (Sega)
Doom (GT Interactive)
Blazing Dragons (BMG)
Break Point (Ocean)
Shellshock (Core)
Golden Axe (Sega)
3D Lemmings (Psygnosis)

67

Magic Carpet
Bullfrog • 89%
Another classic Bullfrog game and another worthy conversion from the PC original. Make spells and fly dragons, but do it in an *arcade* type of way, folks.

68

Die Hard Arcade
Sega • 88%
Based on the AM1-developed game from the Titan board, the second *Die Hard* game in as many months is a little short, but playable enough for it's style of game.

69

Sega Touring Car
Sega • 78%
A disappointment, no less. The Sega Rally-beater we anticipated turns out to be an average, shoddy-looking racer. Not terrible, but not too great, either.

70

Black Dawn
Virgin • 84%
An attractive and moderately compulsive helicopter shoot-'em-up, *Black Dawn* offers a good level of bang for buck. It won't be everyone's cup of tea, however.

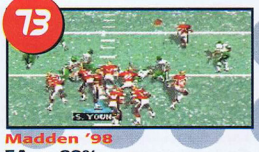
71

Virtua Cop
Sega • 92%
Superseded by its sequel, *Virtua Cop 1* is still an excellent arcade game and a perfect example of showing how good Sega Saturn arcade conversions can be.

72

Formula Karts
Sega • 80%
Sega's *Formula Karts* is a game you'll either like or loathe. It's a very low-res racer, and rather short on tracks, but there's entertainment there to be had if you like the simplistic driving.

73



Madden '98
EA • 89%
One of EA Sports' better 32-bit updates and the best American football game you're likely to see on the Saturn for a while. Still a niche title for the UK market. Well, do *you* know how to play?

74

True Pinball
Ocean • 83%
The second best pinball simulator on the Saturn and mixes the usual hi-res table graphics with some good gameplay. Pinball on a console can be entertaining, but it's never like the real thing.

75

Enemy Zero
Sega • 74%
From the start, a superb and atmospheric (almost cinematic) experience: from the middle onwards, a miserable tale of missed opportunities and dire dialogue. A shame.

76

Return Fire
GT • 84%
Marginally better than the superior-looking *Mass Destruction* on account of its excellent two-player mode, *Return Fire* soon becomes dull when played alone.

77

D
Acclaim • 83%
A clever mix of horror, FMV and adventure gameplay and opened the way for similar games to appear. Too short (even though it's on two discs) and still too easy, though.

78

Mass Destruction
Sega • 78%
Sega's tank-based shoot-'em-up has some of the best explosions we've ever seen on any format. However, it lacks depth and content. Buy a second-hand copy.

79

Tempest 2000
Interplay • 84%
First in the arcades hundreds of years ago and then the updated version on the Jaguar. It's the best game on that machine and this is a very solid conversion, indeed.

80

Rayman
UbiSoft • 81%
Despite the over-the-top cartoony graphics and solid platform gameplay, *Rayman* proves too hard for most and boredom can set in. It's very 16-bit in terms of design, too.

81

X-Men: Children of the Atom
Virgin • 90%
One of the better 2D beat-'em-ups and we still wait with baited breath for news about the latest *X-Men/Street Fighter* conversion. *SF Alpha 2* would be a better buy than this.

82

Andretti Racing
EA • 79%
Andretti Racing suffered when first released for the PlayStation because it just wasn't Psygnosis's *F1*. It ain't *Sega Rally*, either. Definitely worth a look for race fans, though.

83

Virtual Golf
Core • 87%
Arguably the best golf game on the Saturn and we're fully prepared to fight anyone who wants to argue with our superior judgement. Unless, of course, they're holding a golf club at the time.

84

Destruction Derby
Sega/Psygnosis • 80%
Saturn owners never really wanted a poor conversion of *Destruction Derby* at the same time as its superb sequel was about to hit the PlayStation. *DD*'s moderately playable.

Hardcore 4x4
Gremlin • 73%
A good enough off-road driving game, but a little problem with Mr Jerky and a lack in the polish department keeps the score down. One for hardcore race fans only. Geddit?

Discworld
Sega/Psygnosis • 81%
The best-selling series of Terry Pratchett books is a good enough reason as any for the adventure game, and it's lovingly faithful to that. Prepare yourself for obscure puzzles...

Story of Thor 2
Sega • 80%
Story of Thor 2 apes Nintendo's *Zelda 3* all the way, without capturing what made it such a classic. It's still as close to *Zelda* as you'll get on a Sega machine, though.

Virtua Fighter Kids
Sega • 68%
Saved by its cheap price (£30), *VF Kids* is a pointless addition to the fold and offers very little new of any interest. Buy its big brother (*Virtua Fighter 2*) instead.

Virtua Racing
Time Warner • 91%
A fair attempt at re-creating some of the hype of the original game, with seven new courses, four extra cars and plenty of polygons. Not as arcade perfect as it should've been.

Tennis Arena
Ubi Soft • 69%
The best tennis game for the Saturn, but *Tennis Arena* has little in the way of competition. It's not a great looking game (or particularly well-designed) but it's fun enough with two.

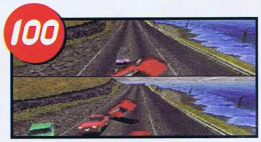
Space Hulk
EA • 81%
Expect *Doom*-style action and *Space Hulk* is terribly disappointing. Take it as it is – a strategic blaster with slightly crap graphics – and *Hulk* can be enjoyed as such.

Actua Golf
Gremlin • 84%
Graphically superb, with two detailed courses and multiple views. We at **Saturn Power** prefer the gameplay of *Virtua Golf*. Peter Aliss – the commentator – gets on your tits after a while.

Ghen War
Virgin • 80%
Varied level design and clever gameplay makes *Ghen War* a more interesting and challenging mission-based *Doom*-like affair. Speed fans beware – it's as fast as a dead sloth to play.

Keio Flying Squadron 2
JVC • 80%
A bizarre Japanese platform game that, somehow, manages to impress all that come into contact with it. The graphics are fairly primitive, but the gameplay's excellent.

Tilt!
Virgin • 85%
Pinball on a console. If that short sentence doesn't nauseate or discuss some weird purist strain in your character, *Tilt!* could well be worth a few tries.



The Need for Speed
EA • 80%
In a different world *The Need for Speed* may have fared better, but in the Saturn market it's up against some very stiff opposition. It's a nice idea that you race on roads, though.

NBA Jam TE
Acclaim • 85%
The first *NBA Jam* game to hit the Saturn and a worthy effort it is, too. All the gameplay and extras of the arcade version are included. It's not for everyone, however.

FIFA '97
EA • 74%
An improvement over last year's release, *FIFA '97* still suffers from a number of flaws, most of which were present on *FIFA*'s Mega Drive debut years ago...

Earthworm Jim 2
Virgin • 74%
If you've never seen *EWJ2* before you'll probably like it, although the game's still a huge disappointment as a conversion from 16- to 32-bit. It has its moments, though.

Blam! Machinehead
Core • 83%
Bird on a bomb! Nothing mind-blowingly original in any fashion but, in typical Core style, an interesting game nonetheless. More birds on bombs, please.

Next Month

There's *no* business like *snow* business... thus, *Steep Slope Sliders* is expected to rank highly when it arrives for review next issue. A top ten position? We'll just have to wait and see. Sport games seem to be the big thing next month, with possible inclusions *FIFA: RTWC '98*, *NBA Action '98* and *NHL Hockey '98* all in for review. And you never know – we might even get *NASCAR '98*, too...

Although Sega's Saturn is renown for its quality arcade conversions and innovative third-party launches, it – much like any other console – has its fair share of duff titles you'd be advised to avoid. These are the ten worst we've seen...

Rockman X3
Virgin • 23%
The very worst game that we've ever played on the Saturn and a shocking smack around the face to show just how badly games CAN be given the wrong people. *Rockman* is a port across of the very popular *Megaman/Rockman* series of games and is the only 2D Saturn platform game that we imagine would need a border.

The graphics are primitive, the gameplay far too hard and the action crawls along with all the pace and urgency of an asthmatic slug. Released in the USA by Capcom, Virgin have sadly decided to pick up the license over here. Don't. Buy. It.

The Crow: City of Angels
Acclaim • 29%
One of the worst games we've ever played at Saturn Power, and certainly a contender for Worst Game of '97. Buy this and be the butt of *every* joke.

Highway 2000
JVC • 56%
Trying to sell a poor driving game by rewarding good racing performance with pictures of bimbos in bikinis may well be one of the better marketing ploys of the year, but it still stinks like a corpse.

Darius 2
Sega • 28%
It's a 2D shoot-em-up in the *Darius/R-Type* mould and fails because it's simply too dull to play.

In The Hunt
THQ • 31%
Another release that makes no sense. We hope that, with *Project X2* from Team 17, we'll finally have a decent 2D shoot-'em-up on the Saturn.

Valora Valley Golf
Virgin • 32%
Um, it's almost unplayable, there's only one badly-designed course and the inclusion of volcanoes is just silly.

Virtual Open Tennis
Acclaim • 31%
Technically the first tennis simulation on the Saturn, but Acclaim sneakily brought us a poor Japanese game released to try to cash in on Wimbledon. It failed.

Digital Pinball
Sega • 22%
One of the Saturn's first releases, and the first game to make us worry that everything in the garden might not be so rosey.

Chaos Control • 22%
Infogrammes' Saturn conversion of their crap 3D0 gun game is, um, a crap gun game. *Virtua Cop* fans steer clear – there's nothing even remotely entertaining in this turgid release.

Crypt Killer
Konami • 38%
Konami's *Crypt Killer* is, thankfully, just as dire for PlayStation owners as it is for us Saturn bods. You can use a gun with it, but why the hell bother? It's crap.

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Christmas 1997
Massive 'things' on *Quake*, *Sega Touring Car* and *Street Fighter Collection*... also featuring a huge Xmas feature.

ISSUE 7
December 1997
Dammit we like football and our joy explodes with our exclusive *WWS '98* review. Also featured: *Burning Rangers*, *HOTD*.

ISSUE 6
November 1997
Players guides on *Last Bronx*, *Resident Evil* and *Swagman*. Reviews of *Marvel Super Heroes* and *Duke Nukem 3D*.

ISSUE 5
October 1997
Finally, the *Wipeout 2097* demo but not only that, we also had an excellent feature on *Croc* and a review of *Resident Evil*.

ISSUE 4
September 1997
Due to deadline troubles, *SP04* has no CD. But it *does* have first previews of *Sonic R*, *Touring Car* and *Resident Evil*. A *fine* issue...

Well, you've lost the chance to buy old copies of *Sega Power* now, but fear not, there's loads of copies of *Saturn Power* left and here's your chance to grab the odd one that it takes to boost up your collection. Remember... not having a full collection of *Saturn Power* could led to water on the knee, fuzzy vision or even, in some extreme cases, loss of control of the arms, legs and bladder. We don't want that weighty guilt on our youthful minds, so please do the decent thing. Now.

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In a matter of a few weeks (unless you haven't read this until past Christmas, of course) you'll have everything laid out in front of you, lovingly wrapped, etc. The best present of all, though, must be the knowledge that only ONE WEEK after Christmas, on News Year's Day itself, a new issue of *Saturn Power* goes on sale. Do you deserve us? Just about, methinks.

Last Orders

Classics of our time

Number 9: *Command & Conquer*

Little boys playing war, surely?
Well, sort of. Sure, you control lots of little men with guns and it's very strategic but it also happens to be one of the most involving and addictive games around.
All a bit samey, though.
Nah, arse mate. There's so many different types of mission that there's more than enough variety to go around.
Loads of clones, too?
The PC has, due to the developer's unoriginal nature, spawned a million-and-one clones but, to date, there's only been the one on the Saturn.
Which is?
Warcraft 2... and that's pretty good, too.
So, a classic then?
Certainly. Pretty expensive on its release (£50), you should be able to pick up for a more reasonable price nowadays – somewhere around the £30 mark.

Nice spot for a picnic

Happy bleedin' New Year

It may well be a time of good cheer and laughs a plenty, but we'll still be burning the mighty pot of midnight oil to ensure that you'll get the very best magazine possible for the new year. Issue 10 of **Saturn Power** goes on sale during December 31. Buy it and read it all night – beats going to any horrible New Year's Eve party, getting horribly drunk and snogging some old trog that turns out to look like your mother in the morning, doesn't it?

STRANGE BUT TRUE

Your body is, like, a woooonderful thing, yeah? It's made up of millions of atoms and cells and can function like no computer or robot ever will be able to... like, we have emotions, maaan. We decided to look a bit deeper, if you will and these are a smattering of the interesting body-related bumph we came up with. And it's all bloody true! Honest!

Each square inch of human skin consists of 19 million cells, sixty hairs, ninety oil glands, nineteen feet of blood vessels, 625 sweat glands and 19,000 sensory cells. **ACCURACY!**

A human has tiny bones once meant for a tail and unworkable muscles once meant to move the ears. **TRUTH!**

Nerve signals may travel through nerve or muscle fibres at speeds as high as 200 miles-per-hour. **LEGITIMATE!**

By the age of sixty, most people have lost 50 percent of their taste buds and 40 percent of their ability to smell. **FACT!**

If 80 percent of your liver were to be removed, the remaining part would continue to function and, within a few months, the liver would have regrown itself to its original size. **HONEST!**

The kidney consists of over one million little tubes and the total length of the tubes in both kidneys runs to about forty miles. **REALITY!**

Think that's impressive? Sixty thousand miles worth of vessels carry blood to every part of the adult body. **TRUISM!**

Arcade Classics

Number 5: *Scramble*

Now I remember spending more than a few hours (and pounds, mind you) in a cafe one Summer holiday playing *Scramble*, drinking Coke and smoking illicit cigarettes with my spotty and excitable friends. And why? Because the game's a brilliant mixture of shoot-'em-up action and level variety. In fact, *Scramble* was one of the first games to feature multiple level design – you fly over rocky outposts, you fly between narrow tunnels and you fly through angular cities.

Many clones were thrown into the market but there was always only the one original *Scramble* and, quite honestly, we can say that this is the one game that started all the craze for shoot-'em-ups that still rages in Japan now.

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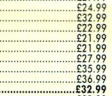
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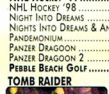
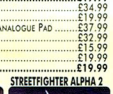

STREETFIGHTER ALPHA 2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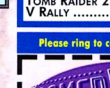

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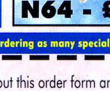
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Next Month

We'll be peeling away the icy layers of *Steep Slope Sliders* next month, along with a feature on one of the most exciting games due next year. Bet you can't wait.

SATURN POWER